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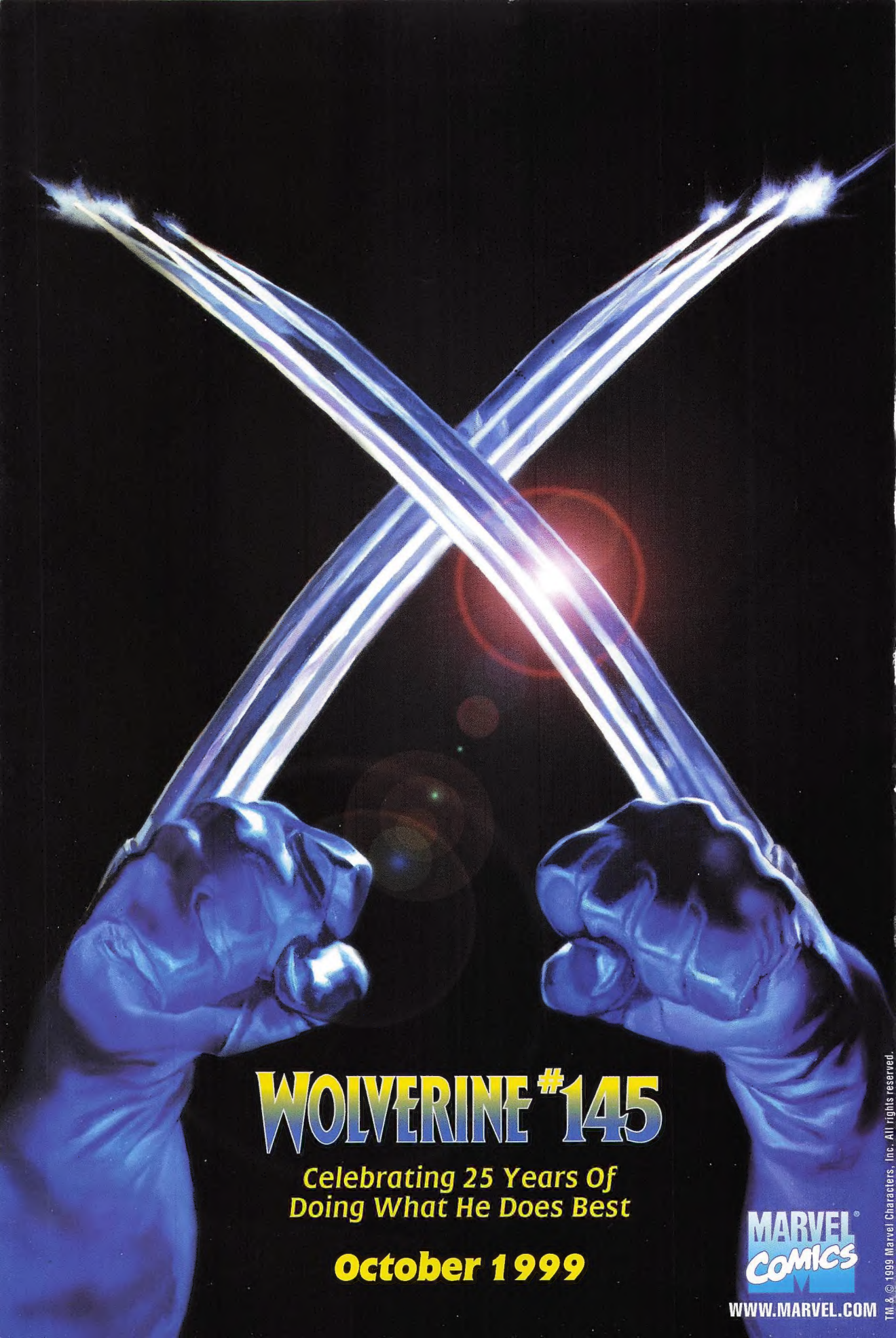
ISSUES TO GO
61

JUSKO 99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WHERE HAVE U BEEN?

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YET, TEN STEPS AHEAD, TOO.
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I AM ALWAYS PRESENT.

I WAS THERE WHEN U SLIPPED WHITE SHEETS FROM BEDS OVER YOUR HEADS.
I WAS THERE WHEN U TORTURED EMMETT TILL,
AND LEFT VINCENT CHIN FOR DEAD.
I'VE BEEN HERE, NO MATTER WHAT THEY'VE SAID.

I WAS THERE WHEN U BEAT REGINALD DENNY.
IN THE CROWD WHEN BULLETS RIPPED THROUGH MALCOLM.
CONFRONTING TANKS IN TIANANMEN SQUARE.
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WIZARD contents

THE COMICS MAGAZINE • NUMBER 99 • NOVEMBER 1999

HEY, OVER HERE!

Tying into our celebratory, year-long countdown to the new millennium, *Wizard* looks toward the future in each 1999 issue. Check out our **"Bring on the Bad Guys"** feature on **page 52** to see what comics' nastiest villains have in store for the next year.

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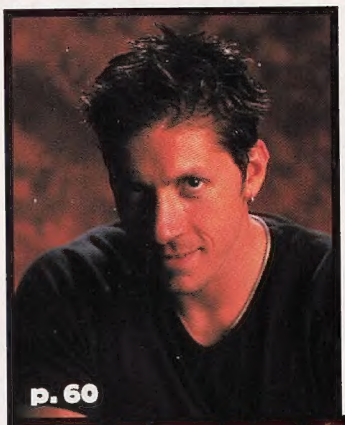

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32 FIRST LOOK: LEGS
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A hilarious tale by Evan Dorkin

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With brush in hand, Alex Ross takes to the streets and launches his *War on Crime*. **By Craig Shutt**

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52 BRING ON THE BAD GUYS
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By James Busbee

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He cut his teeth (and body) as Darth Maul in "Star Wars: Episode I—The Phantom Menace." Now find out what it was like playing the bad guy. **By Scott Brick**

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ON THE COVERS

Batman (left) was illustrated by Alex Ross. To take a peek inside Ross' sketchbook for his upcoming *Batman: War on Crime* project, skulk over to **page 40.** The villainous **Darth Maul** was illustrated by Joe Jusko. To find out what it's like to play a nasty Sith, check out our Ray Park Q&A on **page 60.**

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112 CO-WRITE WITCHBLADE!

Holy Halloween! Prove your writing skills to us and you can walk away with a co-writing credit on an issue of *Witchblade*! Yeah, and since we're such nice guys, we'll also toss in a whole bunch o' Witchblade comics and stuff.

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EXCLUSIVE OFFER

COOL STUFF THROUGH THE MAIL

SPIDER-MAN UNLIMITED #1/2

Swingin'! Here's your *only* chance to get the exclusive *Spider-Man Unlimited* #1/2 comic spinning out of the all-new "Spider-Man Unlimited" animated series. Ol' Web-head journeys to an alternate world known as Counter-Earth, where all sorts of funky characters are hanging out. Shoot on over to **page 80** for more details.

PHOTOS: PAUL SCHRAUB, EXCEPT FOR BATMAN SCULPTURE COURTESY OF ALEX ROSS, AND SPIDEY COURTESY OF PETER PARKER

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FROM THE TOP

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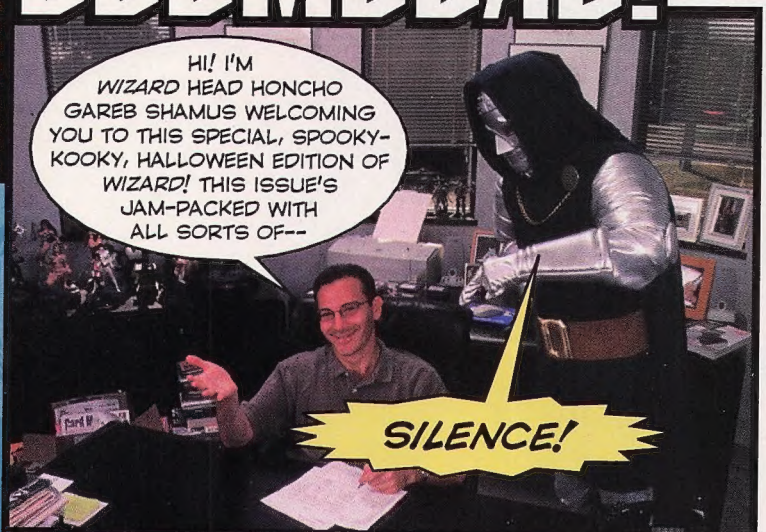

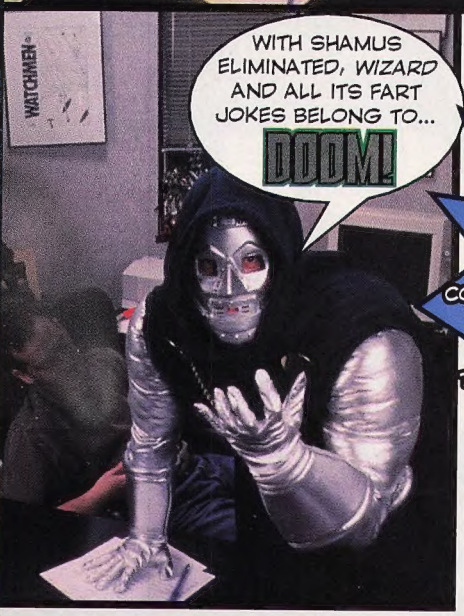

CAN IT BE TRUE?

WIZARD UNDER THE CONTROL OF DOCTOR DOOM?!? IT'S FACT, TRUE BELIEVER! DOOM'LL BE POPPING UP THROUGHOUT THE REST OF THIS ISSUE AND KICKING BUTT DOOM-STYLE, SO BE WARNED AND BEWARE!

MASTHEAD

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LACKEY *Brian Cunningham*
LACKEY *Joe Yanarella*
LACKEY *Andrew Kardon*
LACKEY *Justin Jones*
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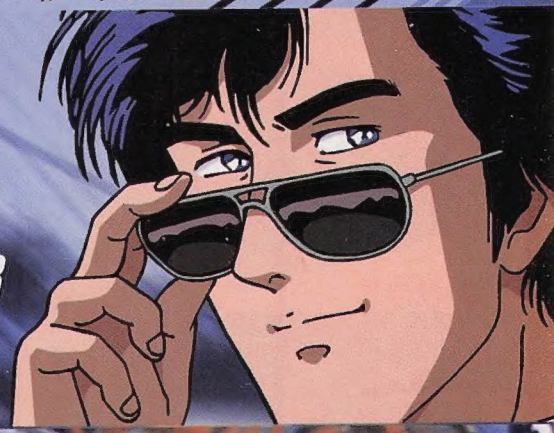

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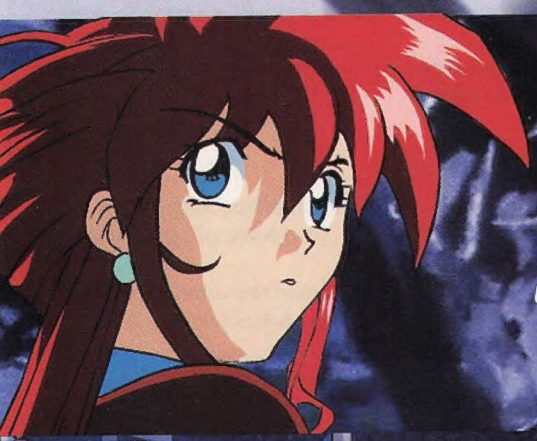

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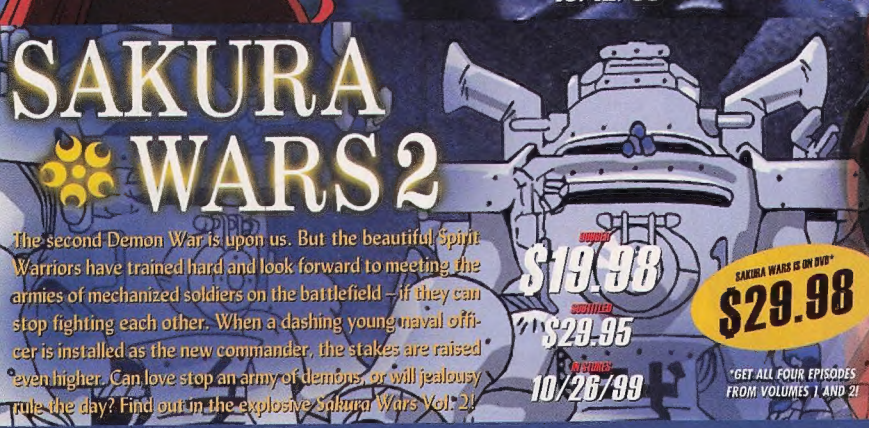

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MAGIC WORDS

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POKéMON HELL... BEAU BATTLES BACK... AND HOLY UNDERWEAR!

If your idea of Hell is being buried under a flood of overly cute li'l pocket monsters, welcome to Hell.

Ever since *Wizard* #96 hit stands and we made mention of Five Deadly Episodes of the "Pokémon" cartoon that would never be released in the United States, we've been swamped, inundated, overwhelmed and crushed under more Pokémail than you can wiggle your Jigglypuff at. Everybody but *everybody* wants to know why those episodes won't be seen by American eyes. The answer is revealed in this month's "Magic Words."

But before we get there, we've got a comment stemming from Keith Gatchel's letter in *Wizard* #98. Keith listed who he thought were the 10 most influential superheroes. I raised the question of who was the *most* influential, narrowing things down to Superman or Spider-Man. The guy making this issue's comment? He's someone who knows his stuff.

Hey Jim,

I liked your answer to the "Top 10 Superheroes" issue. Although I feel that Spidey is a more *interesting* character than Superman today (and, in fact, has been for years), I reluctantly feel that Superman should come first on the list. Without him, there may never have been superhero comics as we now know them. To my way of thinking, Superman's creators—Jerry Siegel and Joe Shuster—created the entire superhero genre. Those of us who followed merely added our own twists to it.

But knowing how chauvinistic I am, I'm sure I'll hate myself for having written this after I see it published!

Excelsior!

Stan Lee
Chairman Emeritus, Marvel Comics
Co-creator of Spider-Man

It takes a big man to admit that the other guys are No. 1. But that's okay, Stan. The twists you added were pretty cool, too.

Dear Jim,

In the episode guide to "Pokémon" in your *Wizard* #96 supplement, you explained what happened in each "Pokémon" episode. But episodes #18, #35, #38, #52 and #53 won't be aired in the United States due to content not suitable for U.S. viewers. So what's the content?

Dane McFarlane
Mound, MN

Episode #35 is the famed "epilepsy" episode that caused illness and seizures in some viewers in Japan with rapidly blinking lights. Since projectile vomiting is really in no one's best interest, that sucker will never be shown again *anywhere*.

As to the others, I wish the answer was something juicy like "Pikachu bondage scenes" or at least "cat juggling." But the simple fact of the matter is that there are just some things in Japanese culture that make no sense to people in North America and could be taken the wrong way. F'r instance, simple and

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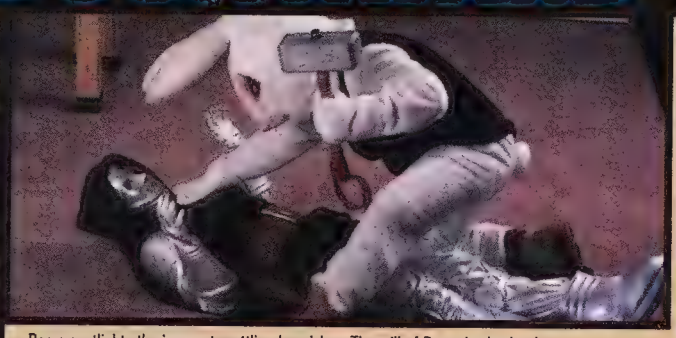
DOOM AWARD

LETTER OF THE MONTH



Doom spotlights the ignorant prattling he wishes. The will of Doom is absolute!

Dear Wizardites,

A few years ago, my dad got the "Fantastic Four" movie on videocassette. Yesterday, I finally watched it. Man, did it suck!

Seriously, Joel Schumacher couldn't have made a movie as bad as this piece of crap. It had no-name actors, awful special effects—it just plain sucked! And Dr. Doom didn't refer to himself in the first person! He didn't call himself "Doom!"

Did I mention it just plain sucked?

Crystal Poyer
East Stroudsburg, PA

For the first time in his storied existence, Doom actually *agrees* with one of the bleating sheep of the masses! This "Fantastic Four" movie did nothing—Nothing!—to further the glory of Doom! And the title? "Fantastic Four"? BAH! There is but one title worthy of any motion picture featuring Doom, and that is "Doom"!

Doom will soon locate Roger Corman, the director who perpetrated such an insult upon the personage of Doom, and then Corman will taste the revenge of the monarch of Latveria! Corman *and* his conspirator—the accursed Reed Richards! This is all his doing! *RICHARDS!*

Hey Jim,

I think that Beau Smith made a complete idiot of himself in the "Off the Cuff" interview in *Wizard* #95. He tried to make the readers think he was a tough guy, when in reality he is the biggest wimp in comics.

A real man? Ha! He reminds me of half the guys I went to high school with—all talk and no action. I could take "Dark Beau." Any place, any time.

Todd Martin
Irvington, KY

After we pried Beau away from his manly breakfast of a T-bone steak, six raw eggs and a shot of whiskey ("Just for flavor," he says), he issued this brief statement: "Did you hear about the new remake of the Charles Bronson movie 'Death Wish'? It stars Todd Martin. Some kids. They need their mouths washed out with knuckles."

The fight is on! Beau will meet you after school on the playground, right under the flagpole. No teachers!

Jim,

How many Stephen King stories have been adapted into comics? I know of two: Marvel Comics' *Bizarre Adventures* #29 with an adaptation of "The Lawnmower Man" and a story called "Popsy" in Innovation Comics' *Masques* #2. Any others I might have missed? A rarely used part of my brain tells me there was.

Chris Mozer
Lake Ronkonkoma, NY

A rarely used part of *my* brain tells me, "Don't eat that donut." But I don't listen to it. Another part of my brain tells me that *Creepshow*, published in 1982 by Plumb and based on the movie of the same name, is another Stephen King comic adaptation. And ya might also cast a glance in the direction of *X-Men: Heroes For Hope*. It's not adapted from any prior King works, but ol' Stephen wrote an original three-page sequence in this 1985 benefit for Ethiopian famine relief, proving that writing horror does not necessarily make you a horrible guy.

Mr. McLauchlin,

Why is it that a goodly number of early comic characters have double consonant initials? Peter Parker, Reed Richards, Sue Storm, Stephen Strange, Lois Lane, Lana Lang and a bunch of others all have 'em.

J. Geren
squidgy23@juno.com

Marvel Universe founder Stan Lee says it's simple: It innocent spring planting season festivals in Japan might look like weird and twisted religious cult stuff to American viewers. When instances such as this popped up, the choice was made not to air the episode, rather than risk having the Concerned Mothers of America throw a hissy-fit.

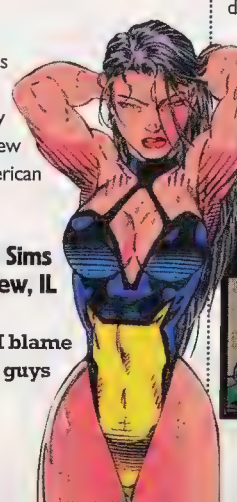
And if ya don't like that explanation, just do what I do—blame it all on evil Team Rocket. Man, those guys are just plain bad news.

Dear Wizard,

Look at the yellow portion only of Psylocke's swimsuit as shown on page 40 of *Wizard* #96. It's pulled from *X-Men* #8 from 1992. My question: Is artist Jim Lee a prophet who knew of the Pokémon craze years before it hit American shores? Or is it just a coincidence?

Michael David Sims
Forest View, IL

Lee claims it's just coincidence. But I blame it all on evil Team Rocket. Man, those guys are just plain bad news.



BUNNY PHOTO: PAUL SCHIRALDI

HEY! IT'S PEN PALS...

Send your name, address, age, sex and three favorite titles to Pen Pals, c/o the "Magic Words" address at the end of this column (put your age on the envelope). The only way to get your Internet address listed instead is to post your info in the Pen Pals board on America Online's "Wizard World" forum (keyword: Wizard; look in the Wizard Bulletin Board, under Message Boards). **Pre-'98 entrants:** Please resend your entries.

just makes names easier for fans to remember.

But it's a bit more complex over at DC regarding the Superman supporting cast. Archnemesis Lex Luthor and love interests Lois Lane, Lana Lang and Lori Lemaris are all sportin' double-Ls. "It started as incredible coincidence," says DC Editorial Scheduling Manager and all-around comic geek Bob Greenberger. "But after a while, writers would go out of their way to create new characters with double-Ls. It's a tradition."

So much a tradition that even DC's chief lawyer—Lillian Laserson—is carryin' double Ls. Wonder if she's a heroine or a villainess?

Dear Jim,

Just how many alternate universes/divergent futures does Marvel Comics have, anyway? I count at least 10: The Guardians of the Galaxy's future; the Hulk's "Future Imperfect"; the *Mutant X* alternate reality; the "Age of Apocalypse" alternate reality; Cable's future; Marvel 2099; Bishop's future; the new *Bishop* series coming out; "Heroes Reborn"; and at least three different ones in the *Avengers Forever* series.

Any others?

Jim Higdon
Houston, TX

A few. There's the current-running MC2 future, the alternate Earth inhabited by the Squadron Supreme, the Ultraverse (Remember? Marvel bought it lock, stock and barrel in 1996) and even the New Universe, which for some reason that I cannot fathom is still yet to be officially pronounced dead.

So which, if any, of the many futures are true? Marvel information czar Bill Rosemann offers the only answer possible: "Pardon the pun, but only time will tell. As a wise man—namely editor Tom Brevoort—once told me, 'The real future is next week's comic books.'"

Dear Jim,

I stopped at my local comic shop recently, where I was pleased to find the latest issue of *Wizard*. One of the local fanboys saw my selection and sniffed, "I don't read *Wizard*. They don't take comics seriously." I considered pointing out the absurdity of this statement, but decided to save my breath.

Whaddya think?

Kurt Laich
klaich@crosslink.net

I think he's right. We don't take things all too seriously. And that's no sin.

Last I checked, comics were a form of entertainment. My assumption is that a reader of comics wants to be

ERIC LUTES
Age: 14 Sex: M
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VALERIE NORELOCK
Age: 18 Sex: F
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Springfield, MO 65802
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3333 Doncaster Ct.
Virginia Beach, VA
Likes: *C-23, Darkness, Spirit of the Tao*

ALLEN NAPIER
Age: 20 Sex: M
HC69 Box 400
Arjay, KY 40902
Likes: Batman books, *Savage Dragon,* Star Wars books

JAMES RIZZO 98A0622
Age: 19 Sex: M
Fishkill Corr. Facility Box 1245
Beacon, NY 12508
Likes: anime, X-Men and Spider-Man

MICHELE MIXELL
Age: 21 Sex: F
14 Railroad Ave.
Shiremanstown, PA 17011
Likes: Cliffhanger, Top Cow, and X-books

ELDER ALEX GARCIA
Age: 20 Sex: M
Devlyn Optical
553 Canyon Springs Dr.
El Paso, TX 79912
Likes: X-Men, Image, X-Files

entertained. I would also assume that if someone reads "The Comics Magazine," they still want to be entertained...and informed.

So in each and every issue of *Wizard*, there's news on new comics, new comic products, and new comic-related movies and stuff. Hell, there's even been "serious commentary" on the state of the Superman and Spider-Man books, the role of the "small press" and schools that teach courses that prepare you for a career in comics. Each and every issue of *Wizard* also contains fart jokes, goofy word balloons, and occasional mayhem wrought by the Wizard Bunny. All in all, a decent mixture of information and entertainment. Take away the entertainment, and I think we become the *National Review* of comics. And that's something no one wants.

Or to put it simply: It ain't brain surgery we're dealin' with here. It's comic books. So let's all lighten up a bit.

Jim,

My friend tells me that John Byrne underwent corrective surgery to make his head perfectly round. Is that true, or is his head naturally a giant sphere?

Xander Fernald
Los Angeles, CA

No surgery was necessary for the famed *Spider-Man: Chapter One* creator. See, chemistry teaches us that any gas at standard temperature and pressure occupies the same area and will fill that area with equal distribution. So any body filled with a gas will naturally take on the shape of a perfect sphere.

Draw your own conclusions from here.

Dear Wizard,

What determines how much a comic is worth?

Shane Grillo
Fatty_mcgee2@yahoo.com

When illumination must be brought to the dusky shadows of the Price Guide, one man carries the flashlight of truth: Lars Pearson, *Wizard* Price Guide manager! "It's no secret: Dumb ol' supply and demand," sayeth the Norwegian Assassin. "If a million copies of *Action Comics* #1 existed instead of the 75 that do, that book wouldn't be worth the $180,000 it guides at. That's the effect of supply. Demand is a little trickier, but keeping your finger on the pulse will give you clues. Alan Moore has enjoyed a huge comeback with his America's Best Comics line, so now all Moore-written books are gaining heat and his old *Miracleman* series is shooting through the roof."

Take it from a man who knows. Never-been-touched Lars is so pent up, he'll be shooting through the roof himself any second now.

Dear Wizard,

I just finished reading *Captain America* #20 and the backup story was drawn by an artist named Vince Evans. His work was amazing! Could you tell me if he has done any other work in comics?

Daniel Castro
Pickering, Ontario, CANADA

A bit. Evans has been working in the Marvel Bullpen for years, but has very little published work. He did the covers for 1995's *Punisher: Year One* mini-series, and recently did the art for *Black Panther* #5.

Pssst! The backup story you read was concluded in *Captain America* #21. Check it out. It's yummy.

Dear Wizard,

When will Matt Wagner make some new issues of *Grendel*? I love the character and I wish I could pick it up on a monthly basis.

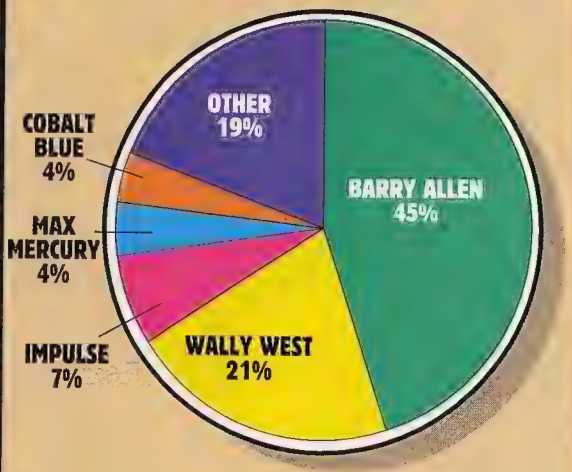
Alan Steadman
Pembroke Pines, FL

Monthly? Try spring 2000. For 12 months, the *Grendel:*

ONLINE QUESTION OF THE MONTH

SURVEY SAYS

WHO'S THE NEW FLASH?



Even though we haven't seen the new Flash that debuted in *Flash* #150 with his mask off, most of you think it hides a familiar face.

In our online poll (www.wizardworld.com), Silver Age Flash Barry Allen was thought to be the new Flash by a big margin, even though he's been dead since the mega 1985-86 mini-series *Crisis on Infinite Earths*. "Barry Allen finally found his way back from the Speed Force, just like Wally did in 'Terminal Velocity,'" said one fanboy.

Bringing up the rear were also-rans like John Fox, Captain Marvel and Marvel's Quicksilver. Crappy villain Cobalt Blue (Barry Allen's evil twin brother) had the most write-ins, with many noting his ability to steal speed being the giveaway. ■ **NACHIE CASTRO**

ELDER ANTONY GOMEZ
Age: 22 Sex: M
Devlyn Optical, 553 Canyon Springs Dr., El Paso, TX 79912
Likes: X-Men, Superman, and Batman

MICHAEL SLUSSER
Age: 15 Sex: M
7082 N. SR 25
Lucerne, IN 46950
Likes: *Kiss: Psycho Circus*, Batman books, Pokémon

RICHARD BOLECK JR.
Age: 23 Sex: M
PO Box 180
Shoals, IN 47581-0180
Likes: pulp comics, Star Wars, retro comics

RALPH PRESTON
Age: 30 Sex: M
1073 Congleton Terrace
Jacksonville, FL 32205
Likes: *Sonic, Spider-Girl*, milk

MICHELLE BLACK
Age: 19 Sex: F
13820 Othello
Cleveland, OH 44110
Likes: anime, X-Men, X-Files

JULIO C. DeLEON
Age: 21 Sex: M
MCCC 1600 Riverside Dr.
Bethlehem, PA 18016
Likes: *Darkchylde, Mutant X, Curse of Spawn*

WES HALL
Age: 18 Sex: M
4209 Piermont Dr.
Greensboro, NC 27410
Likes: *Deadpool, Spawn, Milk & Cheese*

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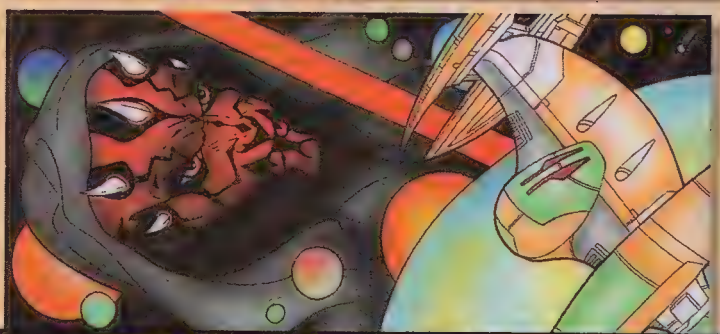
LETTER ART

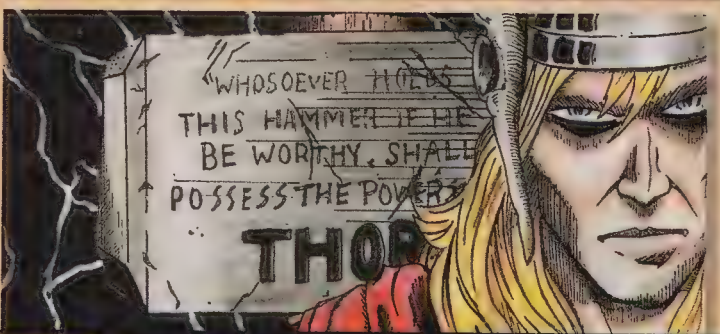
Each fan who has his or her letter art printed this month wins a copy of this month's issue of *Wizard* signed by the entire *Wizard* creative staff! The talented creator of this month's best envelope will win a new Mole Man Mini-Bust from Bowen Designs signed by Randy Bowen. Man, Bowen Designs sure is generous to donate such cool stuff! Artists: Please include a clearly printed return address and a list of characters depicted on the back of the envelope. L.A. readers, say hey to Big Jim McLauchlin! Buy him food and he's your friend forever.

ENVELOPE OF THE MONTH.....THE PRIZE

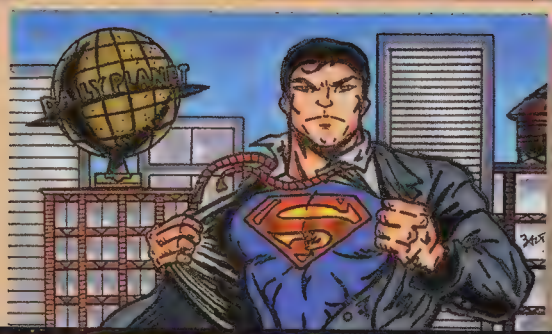
DAREDEVIL VS. ELEKTRA Hengky Tanoyo, Surabaya, INDONESIA



DARTH MAUL & DROID STARFIGHTER Derrick Holloman, Troy, NC



THOR Wayne Leung, Lacombe, Alberta, CANADA



SUPERMAN Nicholas Baltra, Brandon, FL

Devil's Legacy **mini-series from 1986 will be reprinted with new, remastered color from the incomparable Jeromy Cox. If that ain't enuff to quench your thirst, try *Grendel: Past Prime*. It's a new Grendel novel by new *Detective Comics* writer Greg Rucka with illustrations by Grendel creator Matt Wagner himself.**

Jimmy,

Okay, of the seven core members, one is a Martian, one is an Amazonian goddess, one is from Atlantis, and one is Kryptonian.

Justice League of *America*, my ass!

Geof Harwedder
Huntington Beach, CA

Yeah! Ross Perot was right! This whole NAFTA thing *was* a bad deal!

Dear Magic Words,

If the Spectre is really DC Comics' spirit of Heavenly vengeance, then what's with the underwear? Do spirits really wear grundys?

Tony Gazzo
Philadelphia, PA

If Heaven is truly to be heavenly, then there can be no chafing. Remember: In Hell, there are no boxer shorts.

Well, that seems like a good enough—and sacrilegious enough—note to end on. Until next month, when I'll hopefully be buried under a flood of overly cute li'l college cheerleaders, I remain...

—Jim McLauchlin

In some alternate reality, there's an evil (and not very funny) version of Jim McLauchlin who lays waste to his world by means of a secret empire. Fortunately, we got the good one. Or did we?

Send letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920
or e-mail us at JMcLauch@aol.com

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Yorktown Heights, NY 10598

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Customer Service
c/o Wizard Entertainment Group
151 Wells Ave.
Congers, NY 10920
(914) 268-3594
(Please include your full name, address and phone number and be as detailed as possible.)

A CROSSGEN thank you to all those who took the time to submit their dreams for our review...

The last several months have been both eye opening and humbling to all of us at CROSSGEN. The number of submissions (in the thousands), have confirmed our view that the best times for comics lie in the future. When thousands, both young and old, professional and absolute novice, pour out their hopes and dreams to just have a chance to be or stay in this business, we realize how lucky we at CROSSGEN truly are.

While this is a business, like any other business, it comes with a special obligation. We who grew up loving this genre, have a responsibility to successfully grow it into the future so that the next and following generations can have a chance to hold this "magic in your hands" in their hands. We at CROSSGEN will take that responsibility seriously, with every panel and in every issue. Even before we release our first issue, please accept our most sincere thanks for reminding us what this is really all about!!!!

See you in May 2000

CROSSGENERATION™
COMICS

To those of you who have submitted your credentials and professional samples for our review...

Due to the overwhelming response, CROSSGEN may not have the opportunity to contact you in a timely manner. We anticipate being able to contact you beginning in late September and apologize for any inconvenience or undue stress this may cause.

ROPIN' UP NEW COW BOYS

Writers–not artists–kick start a new chapter at Top Cow

Top Cow Productions knows how to reinvent itself. Four years ago, the Image imprint scrapped its fading superhero line, including *Cyberforce* and *Ripclaw*, in favor of mystical-based titles *Witchblade* and *The Darkness*. The result? Top Cow emerged as a top power, trailing only titans Marvel and DC in sales.

Now Top Cow is changing again, expanding its talent base and bringing in unlikely writers Scott Lobdell (*X-Men*), Dan Jurgens (*Superman*) and J. Michael Straczynski (TV's "Babylon 5") to create new titles and re-energize existing books.

With sales cooling on *Witchblade* and *The Darkness*, the time seemed right for change at Top Cow.

"We realized that we were too insular," Top Cow Editor-in-Chief David Wohl admitted. "We were starting to breed

LOBDELL

JURGENS

TOP GUN Jurgens jumps onboard Lara this November.

strictly from within."

But this go-'round, Top Cow is *not* canceling the old guard, choosing instead to inject new life into the books. "I think you need to let someone fresh take things over from time to time," Wohl said. "Some things were getting very tired."

A perfect example? Lobdell's new take on *The Darkness*. "Scott came in and pitched a million ideas right off the bat, and they all sounded so cool," Wohl relayed. "Some I never expected. He brought up old continuity stuff from *Darkness* #1."

Lobdell is a fan of the Darkness. "It's rare to come across a character in comics who has no angst about himself," Lobdell said. "I called David and begged him to give me a chance if they ever needed a writer."

Wohl did, and Lobdell promised a look into the background of Darkness-bearer Jackie Estacado. "He's a 20-year-old hitman who's made no apologies for his life," said Lobdell. "The idea of getting in there, into his head, and finding out what made Jackie a monster is something of great intrigue for me—and, I think, the readers."

Jurgens, who will write Top Cow's new *Tomb Raider* title in November, was surprised to be part of the Cow's talent infusion. "When they called me, I thought they hit a wrong number," Jurgens said.

But Jurgens will bring new flavor to a usually serious Top Cow line. "I think of *Tomb Raider* as 'Indiana Jones.' It's all about wild action-adventure, with a dash of mysticism," he said. "It'll be a fast-paced, light-hearted, high-adventure book."

Jurgens will also hit a note that he specializes in: the human note. "Lara Croft is a video game character, so we know little about her," he continued. "I'll help build what kind of person she is. What makes her happy? What makes her sad? Readers have to find out about her. You have to build a character or it's just some T&A book, and that's *not* what this is."

That's a criticism Top Cow has heard—that its line is all flash and no substance. Straczynski, whose *Rising Stars* has proved such a hit that #1 went into a second printing only one month after release, thinks that criticism is now addressed. "[Top Cow feels] they've been strong in art for a long time now, and justifiably so. But their one occasional weakness has been in writing. Now they're looking to increase their rep as a house with good writing as well as good art. My sense is it's a conscious change."

And Top Cow veteran writer Christina Z. (*Witchblade*) agrees. "It's an absolute evolution. Top Cow has always been very, very strong in the art department, and now they're trying to bring in writers that can compete," she said. "I think Top Cow now has a writing stable that completely keeps up with the artists. I think readers can now say, 'Wow! I love the way this is written. And y'know—the art is pretty cool, too.'" ■ JIM McLAUCHLIN

El Hombre arrested by Galactic Empire at Summerslam. "El Hombre RULES! Palpatine goin' down!" yelled Mexican moments before his impromptu execution.

Steve Ditko makes rare comic-con appearance, refuses to remove overly snug costume. "Layyyy-la! Got me on main knees, Layyy-la..." sang peculiar creator before stuffing his suit full of crickets and shooting himself out of a cannon.

Lucasfilm cracks down on unauthorized Star Wars usage. "That tattoo! Cut it off!" yelled mad-with-power bureaucrat.

GIRLPOWER

OVARIES STEP UP TO THE PLATE

The new millennium will see at least two new female character-based titles by already-established Top Cow artists and a fresh take on one of the company's staples, *Witchblade*.

MAGDELENA Written by Marcia Chen (*The Darkness* #19–#20), penciled by Joe Benitez (*The Darkness*). Early 2000.

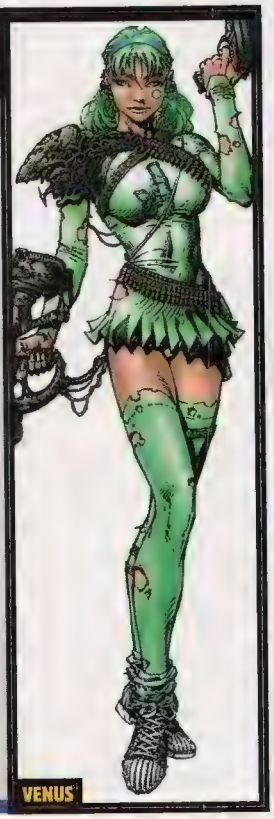
Top Cow Editor-in-Chief David Wohl calls this spinoff character from *The Darkness* "a timeless soldier of God called upon to fight the undead. She's now working for the Pope."

VENUS Written by David Wohl, penciled by David Finch (*Ascension*). Mid-2000.

Wohl said this new character "was created to be a consort for a world leader in a post-apocalyptic society. She murders the leader, but doesn't know why she did this or who created her. She has to figure out who she is, and learn her own backstory."

WITCHBLADE will be written solely by Christina Z., who formerly co-wrote the book with David Wohl. Z. promises riskier and racier tales of Sara Pezzini and the Witchblade. "There are things that I've wanted to pursue," Z. said. "Now that I'm solo, I can take 'em on." Changes start in the current Witchblade/Darkness crossover, which Z. is writing with *Darkness* scribe Scott Lobdell. "There's a very psycho-erotic-thriller element where Sara has to break the will of the Darkness. It's quite intense. And Scott has just as twisted a mind as I do," Z. laughed, "so it'll be all good."

Beyond that, Z. promised a renewed relationship between Sara and assassin Ian Nottingham. "That's what the fans have wanted to see for some time," Z. said. "There will be *lots* of Nottingham." ■ JM



ALL PHOTOS (EXCEPT LOBDELL) BY PAUL SCHRADI.

DAVID REVIVES CAPTAIN MARVEL

Will the third time be the charm for the other Cap?

We're all accustomed to getting second chances. Captain Marvel is about to get a third.

After two failed series bearing the name, a brand-new hero from the popular *Avengers Forever* 12-issue mini-series will spin off into a new *Captain Marvel* ongoing series in November. Peter David (*Supergirl*) will write and Chriss-Cross (*Slingers*) will handle pencils. "*Captain Marvel* kept getting canceled, so we're going to keep doing it until we get it right," explained David.

"Right" this time means exploring this Marvel's power of "Cosmic Awareness" and his struggle to master it. David illustrated with an example: "Captain Marvel sees a girl crossing the street with a truck bearing down on her. He hurtles forward and grabs her out of harm's way, and everyone starts accusing him of attacking the girl. He turns around, and there's no sign of the truck. Why? Because it got a flat three blocks back. The girl's life was never in danger, but in another realm of our vast multiverse, she *was* in danger. What he saw was the *possibility* of the girl's danger."

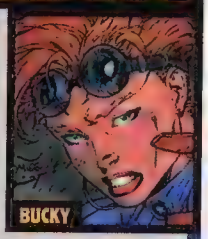
Cap's daunting task? "To sort out what's really happening from what might happen," said David. He'll get help from Moondragon, a former Avenger who has domain over the mind. As for romance, don't worry. Our hero will get his share of heartache. "He'll have to sort out his growing affection for a woman who he should really not get involved with: Marlo Chandler, the wife of Rick Jones. That's not going to sit particularly well with Rick." Particularly since Rick was the previous Captain Marvel's sidekick.

Bottom line? The creators are hoping that three's a charm for the hero that bears the company's name. "It's steeped in tradition," said David. "It *is* 'Marvel' Comics, after all." ■ **RICHARD HO**

CAP SHIN Sorry, you can't see 'em. But check out his tiny waist.

THE BUZZBIN

THE INSIDE SCOOP ON THE COMIC INDUSTRY



BUCKY

REBORN AGAIN? Buzz out of Marvel tells us that events of November's "Heroes Reborn" event will have the ever-popular "lasting repercussions." Think some old "Reborn" characters might find new homes in the Marvel Universe? It's a possibility...

WHICH WITCH? "The Blair Witch Project" scared movie audiences with its fake-documentary format. The Oni Press comic adaptation referred to a tie-in comic, *Wood Witch Said*. The kicker? It's another fake! There's no such comic, even though "Blair Witch" fans everywhere are callin' Oni lookin' for one!

SPLIT IMAGE! Rumblings from Image Comics say that Executive Director Larry Marder may be resigning, or at least assuming a very diminished capacity with the company. Now this means little for the big Image boys such as Todd McFarlane and Top Cow, but it may affect the smaller players.

ELSEWORLDS ELSECOUNTRIES! DC's *Elseworlds 80-Page Giant* (see separate story) got banned by DC before it hit U.S. comic stores. But a few managed to sneak across the pond. Somewhere between 300 and 2,000 copies were accidentally sent to stores in the United Kingdom.

REQUIRED READING! When we talk to comic pros, what are *they* reading? *Heart of Empire*, Bryan Talbot's Dark Horse mini-series, is a current fave. Also makin' buzz? *LCD (Lowest Comic Denominator)*, Kieron Dwyer's sick, twisted and hilarious yearly one-shot. The first full-size *LCD* just hit at this year's San Diego con.

McFARLANE'S NEW BUDDY? He already wrote the *Ozzy Osbourne* one-shot, and he's the ongoing *Spawn: The Undead* guy. Now rumor has it that writer Paul Jenkins is gearing up for *another* ongoing book at Todd McFarlane Productions.

JURGENS AND ORDWAY GO TO WAR? The draft cards have been sent out! Former *Superman* artists Dan Jurgens and Jerry Ordway have been approached to tackle Supreme on the *World War Infinity* mini-series Alex Ross is putting together for Awesome Entertainment.

RING IN THE NEW YEAR! Call it good news: Creators Jim Balent (*Catwoman*) and Mike Allred (*Madman*) are starting new publishing companies. Brandon Peterson (*Astonishing X-Men*) is linked up with *another* brand-new publisher. And X-Men writing vets Scott Lobdell and Joe Casey are readying new creator-owned projects for 2000. Hey! Looks like people are publishing comics again!

THEY SAID IT

IDLE CHATTER

"You can make Spawn all day long and what Spawn is going to do is make Todd McFarlane richer. It isn't going to improve the industry at large."

–**JEPH LOEB**, on the responsibility of writing *Superman*

PHOTO BY PAUL SCHRADER

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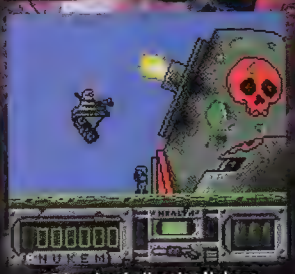

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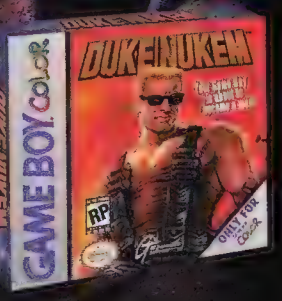

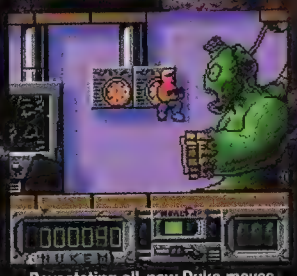

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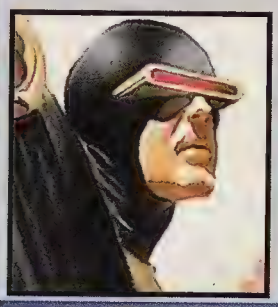
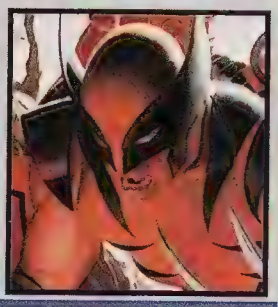
THE NEW X-MEN

X-MEN STUFF

We all know *X-Men: Children of the Atom* revamps the origins of Marvel's mightiest mutants. So, heck, since the first issue's already out, we thought we'd hazard a guess as to what minor continuity changes this six-issue mini-series might offer up.





OLD CONTINUITY	NEW CONTINUITY
Team leader is called "Cyclops"	Team leader is called "Wolverine"
Brotherhood of Evil Mutants	Consortium of Bad-Ass Mutant Muthaf—ers
Jean Grey: shy, demur telekinetic	Jean Grey: shy, demur telekinetic with big honkers
Cerebro was invented by Prof. X to locate mutants	Cerebro was invented by Prof. X to locate mutants and download porn off the 'Net
Mutants are people born with special powers.	Mutants are anybody Marvel wants to give sales boosts to

VERTIGO'S MILLENNIUM

Society may collapse on Dec. 31, 1999, but Vertigo will keep publishing.

To explore the depths of millennium madness, DC Comics' Vertigo imprint will release a series of unconnected stories the last week of December in an event dubbed "V2K." "The millennium doesn't come that often," chuckled Vertigo editor Karen Berger. "We at Vertigo wanted to really explore a lot of different aspects of people's fears and anxieties." Here's a rundown of the projects:

• ***I Die at Midnight*** is a one-shot written and drawn by Kyle Baker (*You Are Here*). It details one man's pre-millennial antics through what Berger called a "wacky, slap-happy, laissez-faire look at the consumerism of the millennium."

• ***Totem***, a one-shot written by Tom Peyer (*Legion of Super-Heroes*) and drawn by Duncan Fegredo (*Kid Eternity*), involves several established Vertigo characters and tackles the "millennial obsessive conspiracy nuts."

• ***Brave Old World*** is a four-issue mini-series written by William Messner-Loebs (*Flash*) and drawn by Guy Davis (*Sandman Mystery Theatre*). It's a time-travel caper that handles the computer aspect of Y2K.

• ***Pulp Fantastic***, a four-issue mini-series written by Howard Chaykin (*American Flagg!*) and David Tischman and drawn by Rick Burchett (*Gotham Adventures*), follows a religious cult that forms a society 200 years in the future.

• ***Four Horsemen*** is a four-issue mini-series written by Robert Rodi and drawn by newcomer Essad Ridic which stars the Four Horsemen of the Apocalypse and explores society's changing views on the idea of apocalypse.

The only thing these books have in common? They all take place on the night of Dec. 31, 1999. Duh. ■ RH

'BONE' GEARS UP FOR FINAL RUN

Despite a lengthy delay, Jeff Smith's *Bone*, the darling of the "small press" set, *will* continue—and conclude.

While current adventures of the cartoony Bone cousins ended with June's *Bone* #37, Smith will write and famed fantasy artist Charles Vess (*Stardust*) will paint *Rose*, a three-issue mini-series debuting in spring 2000. *Rose* will focus on the supporting character of the same name.

Bone will return next year with a new #1 on the cover of a 48-page, squarebound book. The storyarc, titled "Ghost Circles," should run between 15-20 issues and has been called by Smith "the final act of Bone."

But exactly when "Ghost Circles" gets moving depends on the "Bone" feature film that Smith is directing. "If the movie goes into production this fall, then I wait until after—18 months or so—to get back to the book," Smith said.

Despite the fact that the title is coming to a close, Smith stressed that fans needn't worry that the story completely ends. "Don't worry," he said with a laugh, "there's more Bone crap to come." ■ TM

LAST CALL. Drown your sorrows, *Bone*'s packing it in.

JLA ADDS AUTHORITY FIGURE HITCH

The JLA features some heavy hitters, and we don't just mean Superman and Batman. Newly announced artist Bryan Hitch will team with writer Mark Waid to knock fans for a loop or two.

Waid begins with March's *JLA* #41, but he'll start with current penciler Howard Porter. Hitch, after finishing off *The Authority*'s run with #12, will come aboard *JLA* with #44. Porter goes on to other, as-yet-unspecified DC projects.

HITCH

"*The Authority* is really my cup of tea, so to speak," the British Hitch said, "but *JLA* is like a dream project. It's the only book I know of where you get to draw all of your favorite characters, the guys you grew up with."

Hitch said to look for Waid to write characters on various levels, while he complements that by "drawing big things exploding a lot." And Hitch plans to stick around. "They'll have to pry this book from my unconscious hands," he said. ■ **TRENT D. McNEELEY**

TAKE STOCK IN STAN

Livin' legend Lee goes to market

FOR SALE: One legendary comics creator, 76 years old but still running great. Contact NASDAQ stock exchange for information.

It's true! You can now have your *own* piece of Marvel founder Stan Lee! Stan's new company has gone public, and you can buy Stan Lee Media under the symbol "SLEE."

In true heroic fashion, SLM's debut was a triumph. The new stock opened at $7.25 a share, but was up to $9 by the end of the first trading day. SLM also announced an alliance with Warner Bros.' ACMEcity Website—visitors to stanlee.acmecity.com will be given 20 megabytes of free Internet space for their very own home page. "I'm excited to create all over again in a new medium," said Lee. "So call your broker—pieces of me are going fast!" ■ **JM**

LEE-GAL TENDER He's soft and sweet, and his stock can't be beat.

APOCALYPSE NOW FOR CABLE VIEWERS

The end is but the beginning.

At least that's how writer Joe Pruett is looking at November's double-sized *Cable* #75 from Marvel Comics, which starts the "Gathering of the Twelve" storyline. The 12 mutants prophesied to defeat nasty ol' Apocalypse just before the millennium will begin to be revealed in the landmark issue. "This thing has been drawn out for years," said Pruett. "We're in a hurry to get it over with and move on to something new." *Cable* #75 provides the kickoff, with the Apocalypse war continuing in X-titles to follow.

On the home front—and in addition to a *mano a mano* duke-out between Cable and Apocalypse—Pruett also promised a final conclusion to the relationship between Cable and Stacy, the diner waitress with whom he has been involved. Readers can also expect an appearance by Mr. Sinister, as well as Cable's coming to grips with the possibility he may not survive the Gathering. "This is something he's trained for his whole life," said Pruett. "He came back in time to fight this battle. Now that it's here, he doesn't expect to survive, and with good reason."

Pruett is also enthused about the work of penciler Rob Liefeld. With *Cable* #71, Liefeld returned to the character he made famous. After a four-month break, he comes back for #75. "I think this is some of his best stuff in years," said Pruett. ■ **JAKE ROSSEN**

CABLE READY Liefeld returns, then takes a four-month break. Guess all cable guys are slow.

BANNED DC COMICS!

DC might stand for "Ditched Concepts" these days. Last month, a "gun for Christmas" cover to *Preacher* #52 got killed because it was deemed too controversial. This month, DC Comics' *Elseworlds 80-Page Giant* #1 was canceled *after* printing. And writer Warren Ellis has left *Hellblazer* after a schoolyard shooting story intended for *Hellblazer* #141 was called into question.

While Ellis applauded his editors and DC executives, he also stated that, "Given this, and other situations where I have been required to make or submit to alterations to make my *Hellblazer* work more palatable to the company, I have chosen to resign."

And *Elseworlds*? A scene showing baby Superman crawling into a microwave in a story titled "Letita Lerner, Superman's Babysitter" by Kyle Baker was at issue. Several "questionable" cartoons, such as the Batman one shown here, also contributed to the pull. DC Publisher Paul Levitz commented that the book was "not up to our standards." ■ **JM**

BAT GRIP Let go of the Joker, Batman. Didn't your mom ever tell you that you'd go blind if you didn't cut that out?

'PUNK' SHOWS UP EARLY

PUNK ROCKS All except for those pierced nipples. They freak us out.

How's this for a switch: The newest Cliffhanger project will actually be...early?

Yep. Although originally scheduled for a 2000 launch, X-Men veterans Chris Bachalo and Joe Kelly will trot out *Steampunk: Catechism* in November. Bachalo described the one-shot as "part guidebook, part preview, and part 18-page story."

The story will follow hero Cole Blaquesmith as he wakes up from a hundred-year sleep to discover that his world has gone horribly wrong. Blaquesmith becomes a freedom fighter, opposing the forces that have overrun the world. "Basically, it's a nice intro piece to the series," said Bachalo. "It comes out when people are gonna be ordering the first issue of *Steampunk*. They're gonna have this available to them." And if they like what they see? The ongoing *Steampunk* series starts in February. ■ JR

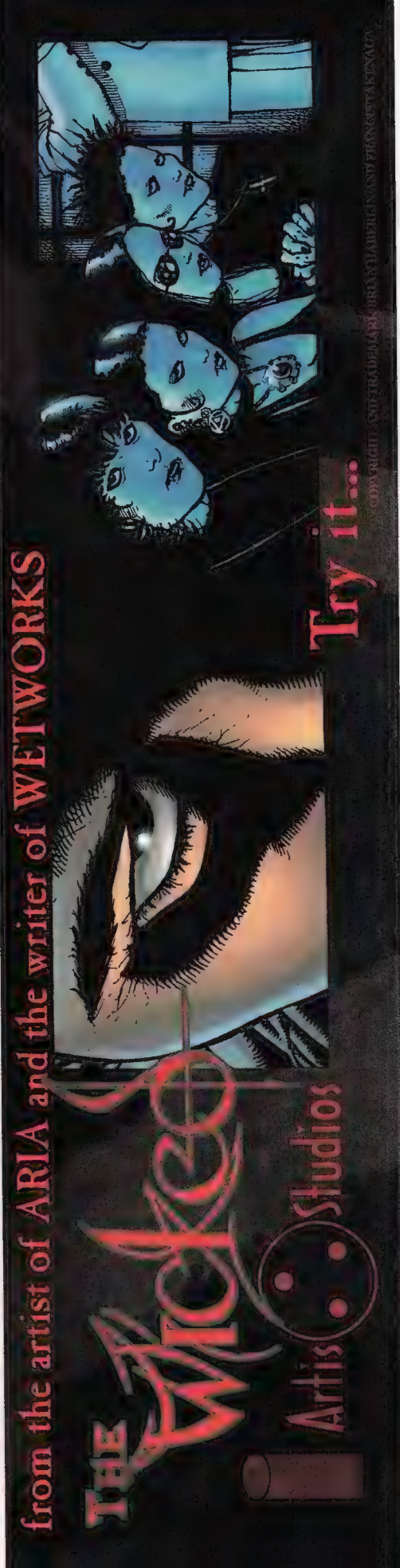
STERANKO RETURNS!

"I've got 72 hours to live, Chandler. I want you to find my murderer."

So begins the groundbreaking—and arguably first-ever—graphic novel *Red Tide*, created by legendary writer/artist/cinematographer Jim Steranko. "It's an absolute, straightforward, hard-boiled detective story," said Steranko. "I wanted to create the experience one would have watching a thriller, where you're on the edge of your seat."

Readers will be on the edge in December when Dark Horse Comics releases a completely remastered *Red Tide*, the story of Detective Chandler and his search for a murderer who has yet to kill his victim. The update from the early '70s original will feature remastered digital color, new dialogue, new pages, and even a forward written by "Pulp Fiction" director Quentin Tarantino. Steranko, best known for his groundbreaking work on *Nick Fury: Agent of S.H.I.E.L.D.* and *Captain America* in the 1970s, promises the remastered *Red Tide* will be "a hell of a lot tougher with swifter text and more violent action scenes. A true graphic novel." ■ CASEY SEIJAS

PRIVATE DICK Wait'll you see what's under that trenchcoat of his.



DORKIN DESTROYS 17 DC UNIVERSES!

If gods destroy universes, then call Evan Dorkin "god." Seventeen times over.

Dorkin, known for his over-the-top *Milk and Cheese* antics, hits DC Comics hard in *World's Funnest: Last Imp Standing*, a 64-page one-shot scheduled for release in 2000.

SHORT STORY What else would you expect from a bunch of midgets?

"It's a little misunderstanding between inter-dimensional morons Bat-Mite and Mr. Mxyzptlk that has a few major consequences," Dorkin said.

Major consequences? Try the utter destruction of 17 universes. And creators such as Frank Miller (*Batman: The Dark Knight Returns*), Dave Gibbons (*Watchmen*) and Alex Ross (*Kingdom Come*) are all waiting to blow their respective creations to...well, kingdom come.

Ross is also looking forward to unleashing his photo-realistic style on the usually goofy-looking 'Mite and Mxy. "People will see these guys and say, 'Oooh! That's *not* good,'" Ross said. "They're not cute little elves. They're based on midgets. *Serious* 'Wizard of Oz' reference went into this."

Dorkin's take on working with such talent? "Even if I screw up the entire script, it'll be worth buying. I just hope I live to see it happen."

So should continuity buffs worry that their favorite universe will perish forever? Oh, no. It's an "Elseworlds" story, meaning it's just an imaginary tale. Then again, aren't they all? ■ JM

IT'S DREDD AHEAD FOR ENNIS

Buried treasure for *Preacher* fans?

That's what two one-shots slated for November release by Fleetway Publications look like. *Judge Dredd: Death Aid* and *Judge Dredd: Emerald Isle* each feature twisted *Preacher* scribe Garth Ennis and his bizarre takes on Mega City One's toughest cop. You may pinch yourself now.

The kicker? These stories have been in the box for *10 years*, but never seen by American eyes. They originally saw publication a decade ago in *2000 AD*, a famed British comic publication.

Death Aid is a spoof of celebrity charity events in which Judge Dredd combats fundraisers that murder people for money. And *Emerald Isle*, which features art by *Preacher* artist Steve Dillon, follows Dredd to Ireland as he discovers that the whole country has been converted into a theme park. Could this be the monumentally important first collaboration between the now-famous team? "To tell you the truth, I can't really remember," Dillon admitted. "It was quite a while ago. I had just moved from England to Ireland, and Garth was living in Belfast, so we started meeting up for drinks. It probably *was* the first major thing we did together." But how does Dillon feel about art from so long ago being released now? "It can be painful, but I remember that story, and it wasn't too bad," he said. "Still, I try not to look at it too much."

But David Bishop, Fleetway editor, is very excited about the release of the one-shots. "We've got high hopes for these and want to expand the range of *2000 AD* material available in North America. We've got cracking material from Alan Moore, Grant Morrison and more than 1,000 pages of Garth Ennis just waiting to be unleashed." We can't wait. ■ RH

DREDD LOCKS and loads. He shoots, he scores!

NEW GREEN TEAM HITS THE SCENE

It ain't easy being green. Ain't easy *writing* green these days, either. With the abrupt departure of *Hulk* writer John Byrne (who was fired after September's #7), Marvel Comics has turned to a few veterans to keep up with tales of ol' Green Genes.

Wolverine writer Erik Larsen fills in for October's *Hulk* #8—appropriately enough, guest-starring Wolverine. "When you're facing a fellow like the Hulk, you have to find a way to make things more equal," Larsen said. "I think I've found a way."

Warning! The squeamish should now turn the page! 'Cause Larsen will have Wolvie pop his claws into the Hulk's eyes, effectively making Jade Jaws fight blind. Said Larsen: "Now that's cool!"

Things calm down just a tad in November's #9 as Jerry Ordway (*Domination Factor*) steps in to co-write three issues with *Hulk* penciler Ron Garney. "My mission is to tie up the dangling plot-things," Ordway said. "*Hulk* #1 had a story that flashed forward a year. I'm going to make the pieces fit."

Along the way, the Hulk will have another major knuckle-duster, this time with the Fantastic Four's Thing. "The fanboy in me is just, 'Wow! This is cool stuff,'" Ordway exclaimed. "This is the battle you always loved as a kid."

But long-range? Everyone still waits for an ongoing writer. "Of course I'd like to write the book regularly," Larsen said. "I've already submitted my proposal." Ordway also holds out hope. "This was offered strictly as three issues," he said. "But the Hulk is a fun character to write, very primal. I understand Marvel's #12 issues are double-sized and something they like to hype. I wouldn't mind doing more." ■ JM

DINI RINGS UP A NEW 'JINGLE BELLE'

Daddy's little girl? Don't say that to her face.

"Batman Adventures" Executive Producer Paul Dini is unwrapping a new character just in time for the Christmas season. *Jingle Belle* is a two-issue Oni Press mini-series launching in November. Dini will write and animator Stephen DeStefano will draw, while Jing ("The daughter you didn't know Santa had," explained Dini) explores teen angst at the North Pole.

"She's a teenager now," Dini said. "Jing's going through a phase where she hates the North Pole, hates having to dress like an elf, and hates having to help in the toy shop." On top of that, she wants to prove that she can handle the family business *better* than Santa, leading to what Dini called "unmitigated disaster." Add the presence of a villainous North Pole creature bent on ruining the spirit of Christmas, and you've got a complete package of holiday fun.

SNOW JOB No wonder Frosty's smiling.

The light, mischievous stories certainly fit Jing's personality: "The first name on Santa's naughty list is always her," said Dini. Hey, kids will be kids ■ RH

NEWS&NOTES

CHAOS! COMICS

Chaos! bills it as the "ultimate down and dirty bitch-fight grudge match!" Who are we to argue? It's *Lady Death vs. Purgatori*, a November one-shot.

DC COMICS

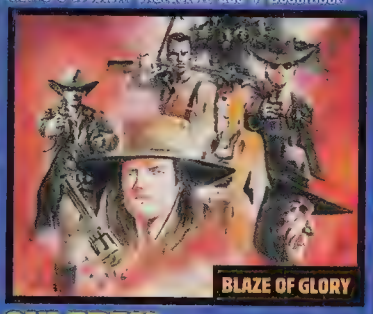
Spooky! Kooky! Ooky! **Tim Truman** (*Jonah Hex*) and Scott Eaton (*Swamp Thing*) serve up a new batch of *Creature Commandoes* in an eight-issue mini-series launching in November.

IMAGE COMICS

• Artis Studios
The amazing **Jay Anacleto** (*Ana*) provides an alternate cover for November's debut of *The Nine Rings of Wu-Tang* #1.
• Highbrow
The Eternal Youths, writer/artist **Erik Larsen's** cheap knockoffs of the New Gods, pop up in November's *Savage Dragon* #69.
• Top Cow Comics
Heads up! November's *Tomb Raider* #1 ships with variant covers by Marc Silvestri, David Finch, **Michael Turner** and Andy Park!

MARVEL COMICS

Slap leather, ya jaspers! Nervous desperadoes John Ostrander (*Martian Manhunter*) and **Leonardo Manco** (*Deathlok*) saddle up for *Blaze of Glory*, a four-issue mini-series featuring Marvel's Western characters due in December.


BLAZE OF GLORY

ONI PRESS

November sees *The Adventures of Barry Ween, Boy Genius* trade paperback by Judd Winick collecting the Image Comics mini-series. It's 88 pages and $8.95. And lo! And behold! New boy genius-inventing-crazy-things-in-a-small-town **Barry Ween** stories will be coming in February 2000 from Oni.

PENNY FARTHING PRESS

November's ***Victorian Source Book*** allows new readers to find out just what happened in *Victorian* #1–#7.

SIRIUS ENTERTAINMENT

November's *Artesia Annual* #1 provides an epilogue to the recently completed six-issue mini-series. Creator **Mark Smylie** writes and draws.

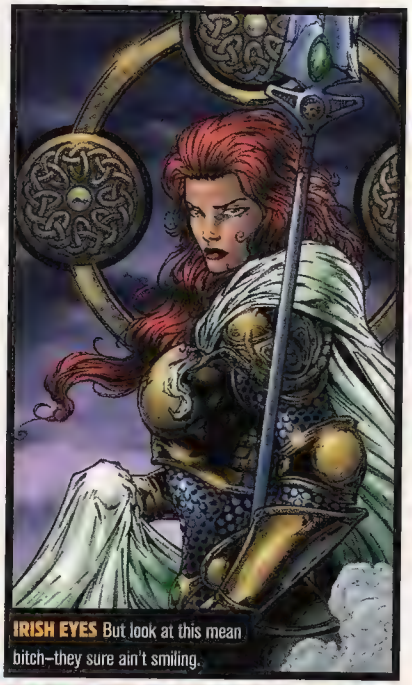
SLAVE LABOR GRAPHICS

The *Love in Tights Fall Special* in November celebrates the lovin' goings-on of superheroes. **Andi Watson** (*Buffy the Vampire Slayer*) provides the cover.

LIAR OFFERS MORE THAN JUST 'MORTAL'

When the current "Witchfinder" mini-series ends, don't expect the action to dry up in *More Than Mortal*, Liar Comics' acclaimed series about medieval Ireland. While Ireland itself wilts, writer Sharon Scott hopes Derdre, the island's protector, will grow in strength.

"Derdre has returned," Scott said, "but the Irish people don't believe in her since they have been Christianized." Derdre will have to get the people to rally behind her because she cannot directly battle a new enemy, Famine. This *More Than Mortal* story begins in November with pencils by Steve Firchow. Scott will team with Firchow again for April's new Image series *The Keeper*, which tells the tale of a man attempting to keep a terrible secret from falling into the wrong hands on a South Pacific island. To top it all off, Scott and Firchow will also bring readers an issue of Top Cow's *Tales of the Darkness* in February ■ TDM


IRISH EYES But look at this mean bitch–they sure ain't smiling.

THUMBINGOFF

THE GOOD, THE BAD AND THE UGLY

THUMBS UP

'X-MEN' CASTING Amused, Doom and his *Wizard* underlings admit the addition of Patrick Stewart as that fool Professor X and Ian McKellen as that dolt Magneto gives cinema something worthwhile next year. Why, even now, Doom makes arrangements to ask Rebecca Romijn-Stamos about her role as Mystique personally. But good movie or not, Doom *shall not stand in line for any man.*

LOEB & KELLY'S SUPERMAN Doom decrees that the *Wizard* staff has read the advance previews and...they please us. These writers, Jeph Loeb and Joe Kelly, toil to show a more entertaining Kryptonian than Doom has observed in some time. Though that alien should count himself lucky he lives in a separate universe from Doom–else he may entertain only as Doom's bootlick.

ULTRON IN 'AVENGERS' Just as Doom and his lackeys grew weary of infernal villains Moses Magnum and the Wrecking Crew in *Avengers*, we are bemused at issues #19–#21 with the android Ultron. Finally, that underachieving robot impresses by liquidating an entire country and trouncing those heroic buffoons. Doom waits curiously to observe how he is defeated.

THUMBS DOWN

RICHARDS What a dillweed.

THE 'WIZARD' STAFF Cretins! All Doom had to do was waltz in there and put a hole in your sniveling publisher! France put up more of a resistance! Doom's genius runs *infinite*! Why, even that blithering idiot *Richards* could slink in there and–Er...Doom must leave now and go crush "Coming Attractions." Or something.

DR. DOOM Let's hope he don't catch this. Say, do you hear somethi–

DC TO LEGION: 'GET LOST!'

HAIR SPRAY "Bad monkey. Bad, bad monkey!"

Attention all DC Comics hardcores! We now interrupt your comic enjoyment to bring you this important bulletin: *Legion* is ending!

Okay, maybe it's not a "stick a fork in it" kinda ending. "Leave of absence" might be a better term. With January's #125, *Legion of Super-Heroes* will end both its current run and the "Legion of the Damned" storyline. Sister publication *Legionnaires* will also fold.

Now, the good news: A 12-issue mini-series titled *Legion Lost*, by new regular co-writers Dan Abnett and Andy Lanning and new regular pencil guy Olivier Copiel, will begin in early 2000. "*Legion Lost* will focus on a smaller group of Legionnaires," explained Abnett, who wants to tighten down the spacefaring Legion's cast of hundreds. "The new, slim-line regular cast will give readers a chance to get involved in a set of interpersonal dynamics and get familiar with characters who stay with us each issue, instead of cropping up now and again." And after the mini-series? The Legion will resume publication, but this time in a single title, perhaps picking up the old numbering of *Legion of Super-Heroes*.

The goal of the break in the action? "It will also allow newer readers—or jaded older ones—a chance to establish a definition of the Legion ideal, what they really stand for," said Abnett. "More than anything, *Lost* will allow us to create a whole lot of new stuff for the Legion, taking them places we've never seen before." ■ JR

MAJOR COUP FOR KUBERT SCHOOL GRADUATE KU

Proof positive that higher education *does* pay: Recent Kubert School grad Min Ku has gainful comic employment.

Ku, who wrote about the Kubert grads' annual day with DC Comics editors in *Wizard* #97, has found part of his work at DC. He's been hired to pencil an issue of *Superman Adventures*, and he'll do 50 pages of storyboards for a Warner Bros. "Batman Beyond" cartoon. "The day at DC helped," said Ku. "I got introduced and kept showing my face until they gave me work."

Ku also has his foot in the door with Marvel, bringing his animated-style art to *Spider-Man Unlimited* #1/2, available (*ahem*) in this very issue of *Wizard*.

"I can't believe I'm drawing Superman *and* Spider-Man, DC and Marvel's biggest heavyweights," said Ku. "If I were to die at this instant, I'd die a happy man."

Let's hope it doesn't come to that. ■ JM

CUE CARD Quit looking down here. This caption is for the readers.

PHOTO BY PAUL SCHRADER

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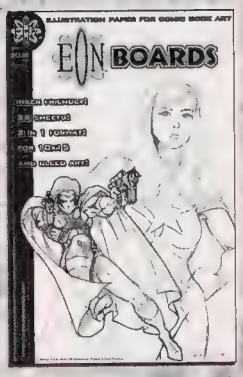

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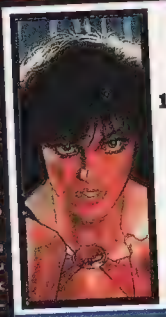
THE COMBATANTS

TALE OF THE TAPE



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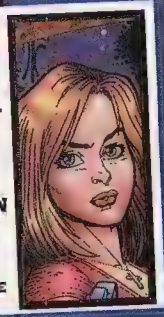


Born on the blood-drenched planet Drakulon, Vampirella journeyed to Earth for a sacred mission: to destroy all vampires, the evil offspring of her own mother, Lilith! With superhuman strength and speed and the ability to transform into a bat-like creature, Vampirella has all of a vampire's strengths, yet none of their traditional weaknesses.

Buffy Summers is this generation's Chosen One, a Slayer with the sole skill and responsibility of ending the spread of evil. Just out of high school in Sunnydale, Calif., Buffy has Olympic-level martial-arts skills, a virtual arsenal of weapons (from stakes to rocket launchers!) and most importantly, a cunning mind.

the battle... In a dark, abandoned warehouse, a hungry Vampirella searches for her evil brethren. Hearing a scuffle behind her, Vampi turns to face a blonde-haired, cross-wielding teenage Buffy. Seeing no reaction in Vampi's face, Buffy ditches the cross and tosses a flaskful of holy water at Vampi, who tries explaining she's out hunting vampires too. No dice. The Buffster whips out the heavy artillery—a crossbow—and just nicks Vampi's shoulders. Trying desperately to keep her bloodlust in check, an enraged Vampirella swarms Buffy, knocking her straight through a pile of wooden crates. Racing to Buffy's bruised and scratched-up side, Vampi arrives just in time for Buffy to deliver a swift kick to the solar plexus, followed by a fury of punches, kicks, jabs and roundhouses. Somewhat dazed, Vampi lunges for Buffy's open neck, only to find a two-foot piece of wood jabbed through her heart. Class dismissed.

the winnah...Buffy the Vampirella Slayer

this month's battle drawn by MATT HALEY and TOM SIMMONS

FIRSTLOOK1

SOUL SAGA

Top Cow, Stephen Platt and Chris Lichtner mix swordplay and science in new series

Imagine a scene from a classic pirate movie. Buccaneers swing on ropes between ships, duking it out with swords and hell-bent on sinking the enemy. Now, imagine those ships are flying...

Soul Saga, Top Cow's brand-new series tentatively debuting in January 2000, presents this "Braveheart" meets "Blade Runner" scenario. And even though the sci-fi/classical combat mix has been done before, creators Chris Lichtner and Stephen Platt, along with inker Batt, have ways to make this book fresh.

"We're taking a very cinematic approach to this series," says co-writer and colorist Lichtner, who, as one of the founders of Liquid Graphics, is a multiple award-winning colorist. "[We] always use film terminology as we're writing it, and you can almost see the pictures moving in this; you can really see this as a film."

Soul Saga stars Aries, a foot soldier for the Dominion—a kingdom torn between archaic culture and advanced technology. "Hand-to-hand combat is a very revered art form in this world," says co-writer and penciler Platt, who rose to fame as penciler on *Moon Knight* before working at Extreme Studios with Rob Liefeld—and Lichtner, where the duo first met. "Yet they'll carry out these sprawling battles right in the shadow of the Warmates—huge war machines of sophisticated and high-end technology."

Aries turns against the Dominion when he is reluctantly cast in the role of the "Chosen One" and must fight a tyrannical regime à la "The Matrix." Before that, though, he makes nice with the other side by saving the life of the Dominion's Princess Persephone. This earns him the attention—and enmity—of Draken, the King's second in command and commander of his Elite Guard. "[Draken's] this ancient, beast-like man, a very powerful figure with horns and the whole nine yards," says Lichtner. "In a world of tool users, he's this great, arcane throwback."

Lichtner and Platt promise realism, which means that when the final battles are over, not everyone will get out alive. Platt claims that they've created an entire world filled with characters who've got death sentences on them. "We've already grown attached to them, but we feel strongly that characters have to die, otherwise there's no drama," Platt continues. "It's just another way that this series will stand out from its competitors."

Los Angeles-based writer Scott Brick has just one thing to say: "Eat more matzoh!"

BY SCOTT BRICK

SOUL SEARCHING The soldier Aries (above) thinks long and hard about taking on the powerful Dominion in Top Cow's latest fantasy series. Either that or he's staring at that hot chick on the next page.

SOULMATES

THE DILLY-O

It's *Soul Saga*, a brand-new, ongoing series by Stephen Platt and Chris Lichtner, tentatively shipping from Top Cow this January.

WHY YOU CARE?

Besides the fact that *Battle Chasers* has made the sword-and-sorcery genre hot again, *Soul Saga* marks the comeback of one-time superstar artist Platt, joined by fan fave Liquid Graphics colorist Lichtner.

DID YOU KNOW?

The "Jukka Brothers" sketches on MTV are the unofficial soundtrack of *Soul Saga*. "It's the funniest damn thing!" says Lichtner. "Steve and I discuss each episode as it's actually happening. Those guys are like inbred Amish. It's almost perverted, but funny as hell."

FIRST LOOK

LEGS

'Maxx' creator Sam Kieth struts back to comics after years of film work with an Image one-shot

He didn't need the money. He didn't need creative control. So why did former *Maxx* creator Sam Kieth come home to comics after a self-imposed two-year exile?

"I just missed them," says the writer/artist, who returns to comics in December with his new Image Comics one-shot *Legs*, a book about a boy and his living machine creature. "He's part animal, part machine, and just *so* cool to draw."

Feeling "burned out" with *The Maxx* and MTV's successful "Maxx" cartoon, Kieth left comics to pursue a film career in Europe. But the idea of *Legs* kept strutting through his mind. It tells the story of a teenage boy who putts around on a motorized skateboard. One day, the boy—who Kieth says will remain unnamed to help a reader imagine *themselves* in the story—uncovers a box in an old garage. In the box: Legs, a giant, living engine-creature capable of great speeds. "Legs is last in the line of his race," Kieth explains. "It's amazing how much an engine runs like the human body. If an engine were alive, what would it look like? This is my answer."

The boy treats Legs "like a cross between pet and project," according to Kieth. "He loves it like a dog, but he's also kind of a grease-monkey kid, so he wants to take it apart and tinker with it."

Trouble hits when a group of older teenagers steal Legs. After the boy fights to get Legs back, he has to decide if he should keep Legs. "The kid has always dreamed of speed," Kieth notes. "But this may be too much power."

Since announcing his return, Kieth has already been approached by DC to do a Batman project. "I feel like I should do my own characters," Kieth says. "But I may try it. Why shouldn't I do Batman if I have a good idea?"

Either way, he's proven he has the *Legs* to make things happen.

Wizard Senior Staff Writer Jim McLauchlin has got legs. And he knows how to use them.

BY JIM McLAUCHLIN

SPEED FREAK The hero of Sam Keith's new one-shot loves to go fast, but *Legs* could be more speed than he can handle.

START YOUR ENGINES

THE DILLY-O

After a self-imposed two-year exile, Sam Kieth is back in comics with *Legs*, the tale of a young boy and the engine-pet he loves.

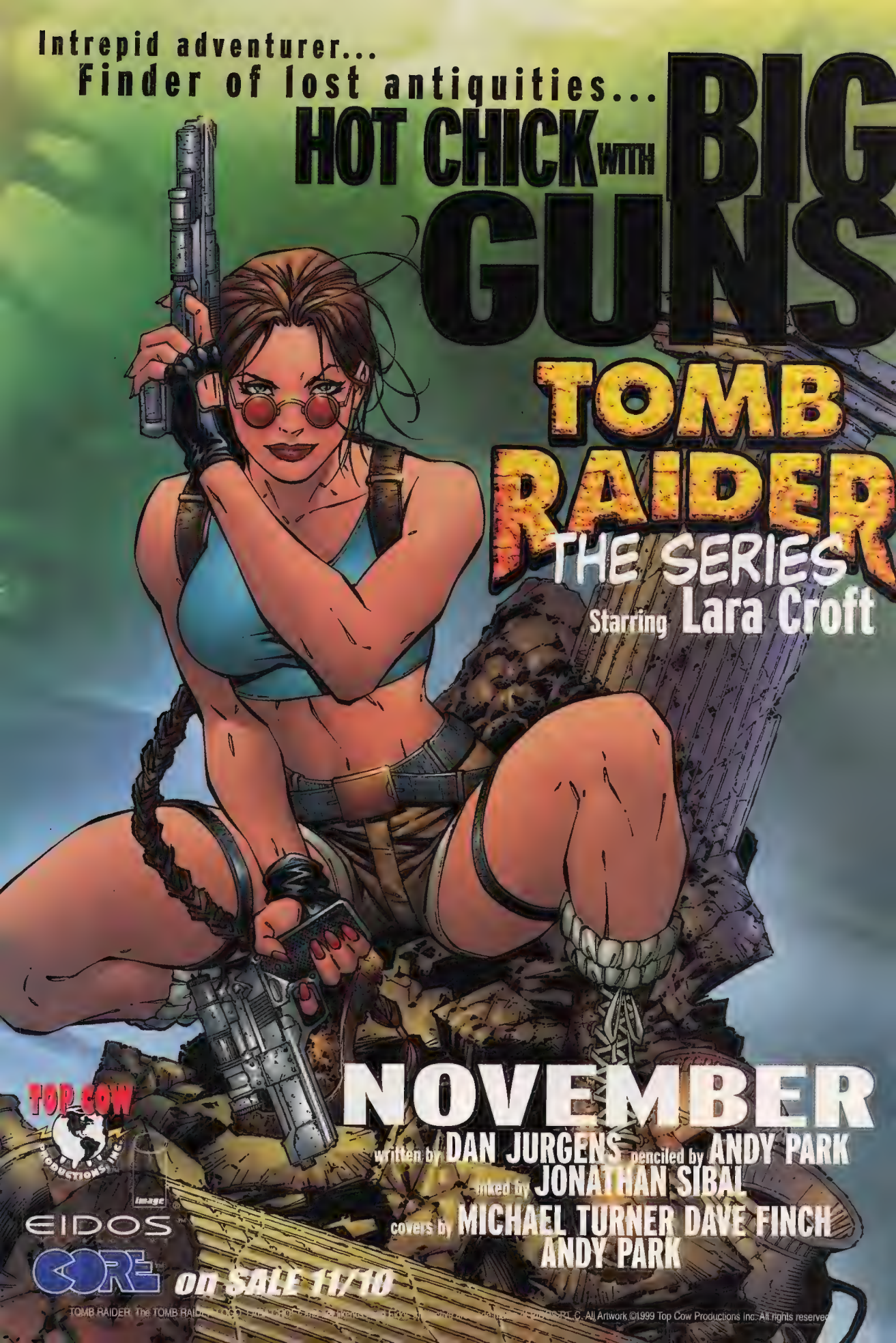
WHY YOU CARE

Kieth's a graduate of the second Image Comics class of 1992 and fans take to his quirky, dynamic storytelling style.

DID YOU KNOW?

Kieth's brief fling with film came courtesy of producer Roger Corman, master of the B-movie. After an aborted attempt directing a horror movie that turned into a kickboxing movie (Really!), Kieth finally fulfilled his contract by directing "Don't Let Go," a rock-climbing movie available on video in January 2000.

COULD'VE HAD A V-8 Legs is a giant engine come to life. But we don't wanna *ever* check his oil.


Intrepid adventurer...
Finder of lost antiquities...
HOT CHICK WITH BIG GUNS
TOMB RAIDER
THE SERIES
Starring Lara Croft
NOVEMBER
written by DAN JURGENS penciled by ANDY PARK
inked by JONATHAN SIBAL
covers by MICHAEL TURNER DAVE FINCH
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STRIPTEASE

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GEEK TRAGEDY The adventures of the Eltingville boys often turn bloody & violent.

WHO?

Role call! Bill—Secretary of Comic Books! Josh—Secretary of Science-Fiction! Pete—Secretary of Horror! And Jerry—Secretary of Fantasy and Role-Playing!

WHAT?

"'Eltingville' is like Greek tragedy," says writer/artist Evan Dorkin. "But it's more geek tragedy. It's a coming-of-age story where no one comes of age."

Welcome to Eltingville. Bill, Josh, Pete and Jerry are four best friends who can easily become each other's worst enemy when the right situation comes along: A multi-hour trivia battle (ending in blood) broke out between Bill and Josh over the right to buy a 12" Boba Fett action figure in issue #3 of Dorkin's short-strip anthology *Dork!* And things turned downright ugly (and ended in blood) when the gang tried to stay up and watch a 24-hour "Twilight Zone" marathon in *Dork!* #4.

All in all, the Eltingville Club is fandom turned up to "11" on the 10-point scale. So where does the inspiration come from? "Anybody with half a brain knows that I know this material oh, so very well," Dorkin confesses. "There's definitely something of me when I was 16-years old in there."

WHERE?

Only four "Eltingville" strips have appeared to date, and *two* have won Eisner Awards. Strips have appeared in *Dork!* #2-#5, all still in print and available from Slave Labor Graphics. Call SLG toll-free at 1-800-866-8929.

WHAT'S NEXT?

Dork! #7 (without our Eltingville pals) just hit stands, but Dorkin and his girlfriend/colorist Sarah Dyer are certainly keeping busy. Dyer edits and contributes to *Action Girl*, a Slave Labor quarterly, and both write for "The Superman Adventures," "Space Ghost Coast to Coast" and "Batman Beyond" cartoons.

But don't worry, we haven't seen the last of our favorite geeks. "I'm working on new 'Eltingville' material, but nothing's on the runway yet," Dorkin says. "I have far better, crazier and meaner stuff to tell. The TV work is rewarding and enjoyable, but comics is still where my heart is."

CHECK OUT THIS COOL STRIP!

REPORTING BY JIM McLAUCHLIN

THE ELTINGVILLE COMIC BOOK, SCIENCE-FICTION HORROR, FANTASY and ROLE-PLAYING CLUB IN

UNSTABLE MOLECULES!

WELL, GUYS, IT LOOKS LIKE WE GOT ALL THE STUFF WE NEED TO MAKE OUR OUTFITS FOR WIZARD'S HALLOWEEN COSTUME CONTEST!

WE'D BETTER. I'M BROKE!

ME TOO! AND OUR PHOTO ENTRIES NEED TO BE IN THE MAIL TOMORROW TO MAKE THE CONTEST DEADLINE!

WITCHES CAFE

MICHAEL'S CRAFTS

FLOUR

PARTY CITY

NAILS

GLUE GUN

HALLOWEEN MAKEUP KIT

GOODWILL

WIZARD

HOUSE PAINT

RADIO SHACK

SPAWN

ELTINGVILLE FISH MARKET

GREEN HAIR DYE

PASTE

WRITER/ARTIST: EVAN DORKIN
COLORIST: SARAH DYER

IT'S NOT OUR FAULT WE'RE STARTING LATE! TODAY'S THE FIRST DAY IN MONTHS WE'RE NOT ALL GROUNDED!

RELAX GUYS! HOW LONG CAN IT TAKE TO MAKE A HALLOWEEN COSTUME?

I DUNNO-- TWO, THREE HOURS?

COOL! WE CAN BE DONE IN PLENTY OF TIME TO CATCH "SLIDERS"! SO LET'S GET MOVING, MEN-- WE HAVE A COSTUME CONTEST TO WIN!

WIZARD COSTUME CONTEST

ELTINGVILLE ASSEMBLE!!

I'M GONNA BE THE JOKER-- CLOWN PRINCE OF CRIME! HOW ABOUT YOU, PETE?

ahh, SOME KINDA SPAWN. WHICHEVER'S EASIEST TO MAKE.

WELL, ALL I KNOW IS I'M GONNA BE IRON MAN! WHOOSH!!

HAIR DYE

BANG

IRON MAN?

BUT-- I'M GONNA BE IRON MAN!!

WHAT? YOU CAN'T BE IRON MAN, JOSH! YOU'RE FAT!

AM NOT! AND SO WHAT IF I WAS?

SO, YOU CAN'T HAVE A FAT IRON MAN! WIZARD'LL TAKE ONE LOOK AT OUR PHOTO AN' SAY, "WHOOPS! BIG FAT IRON MAN! YOU LOSE!"

WIZARD CONTEST!!!

THEY WILL NOT! WE COULD TAKE THE PICTURE IN PERSPECTIVE OR SOMETHING--

PERSPECTIVE?! WE COULD TAKE IT IN THE DARK AND THEY'D STILL KNOW YOU'RE YOUR OWN MULTIVERSE!!

C'MON, JOSH, PICK SOMEONE ELSE... SOMEONE THICKER.

HA HA HA

I KNOW! WHY DON'T YOU JUST TAKE YOUR SHIRT OFF AN' BE THE BLOB?! YOU'D BE PERFECT!!

WHY DON'T I JUST G#%!! KILL YOU AND YOU CAN BE DEADMAN YOU G☆#!!

:AK: my trachea

GUYS! STOP! THIS IS AMERICA! YOU CAN BOTH BE IRON MAN!!

YEAH! THERE'S PLENTY OF IRON MANS TO CHOOSE FROM-- JUST LIKE SPAWN!

fine :COFF: we'll both be Iron Man-- modern age and fat age... sure :COFF: whatever...

NOW THAT THAT'S SETTLED-- LET'S GO WIN THIS CONTEST IN THE MIGHTY ELTINGVILLE MANNER! COSTUMES-- HO!!!

IRON MAN

HAIR DYE

MORE THAN FIVE HOURS LATER...

BOY AM I HAVING TROUBLE SEWING UP THIS RAGGY OLD THRIFT SHOP SUIT!

G$#! SEWING!! SEWING'S FOR CHICKS, SISSIES AN' SWEATSHOP WORKERS!

REAL MEN USE PAPER MACHE'!

I'M NOT A SISSY.

Nah, YOU'RE A WIZARD, JERRY. KEEP UP THE MAGIC.

SO WHAT SPAWN ARE YOU MAKING?

I'M THINKIN' SPAWN 2, NUCLEAR SPAWN OR ZOMBIE SPAWN. I'M IMPROVISING, JUST LIKE JACK PIERCE AN' ALL THEM OLD HOLLYWOOD MAKEUP MASTERS OF YORE!

JACK PIERCE DIDN'T USE PAPER MACHE'!!

SAYS WHO? YOU?! THE MORON IN THE WOODEN IRON MAN COSTUME? THE INVINCIBLE CARDBOARD MAN?

ANOTHER HOUR LATER...

I SURE HOPE THIS HAIR DYE WASHES OUT--OH CRAP!

WHAT'S WRONG? LET ME GUESS, JOSH WANTS TO BE HARLEY QUINN--

SHUT UP!

JOKER LIPS! I FORGOT RED LIPSTICK!

ah, USE SOME RED PAINT! IT CAN'T HURT YA!

SPSS!

Hey, GREAT IDEA, BILL! THANKS!

"GREAT IDEA, BILL!" JERK!

DID BILL THINK TO WIRE HIS IRON MAN COSTUME TO MIMIC THE GOLDEN AVENGER'S MIGHTY REPULSOR RAYS? NO! ONLY I HAVE THE VISION! THE INGENUITY! TONY STARK WOULD BE PROUD!!!

HOPE I WIRED THIS RIGHT... STUPID CONFUSING INSTRUCTIONS...

RADIO SHACK STARTER WIRING KIT

TWO HOURS OF PAINTING, FIXING AND FIGHTING LATER...

COMBO SPAWN?!

Yeah, well--I KINDA GOT ALL MESSED UP. SO I FIGURED I'D BE LIKE, PART ZOMBIE SPAWN, PART VIKING SPAWN, PART NINJA--BASICALLY, I AM ALL THAT WHICH IS SPAWN--

COMBO SPAWN?!

'EY SHUTUP! IF YOU AN FATSO THERE CAN BOTH BE IRON MAN--

COMBO SPAWN

MADE IN CHINA

--THEN I CAN BE A BUNCH OF G#!☆!! SPAWNS!!

Well, THE FAKE BLOOD'S A NICE TOUCH.

WHAT FAKE BLOOD? THESE G☆#! SPIKES ARE KILLIN' ME!

:sniff: PEEYOO! BY ODIN'S BEARD, WHAT'S THAT SMELL?

I DON'T SMELL NOTHIN'. I GOT MACHE' UP MY NOSE.

IT'S JERRY'S G%#!! JOKER FISH! IT'S STARTIN' TO ROT!

I BLAME G☆?# JOSH! WE COULDA TAKEN THE PICTURE HOURS AGO IF IT WEREN'T FOR HIM!

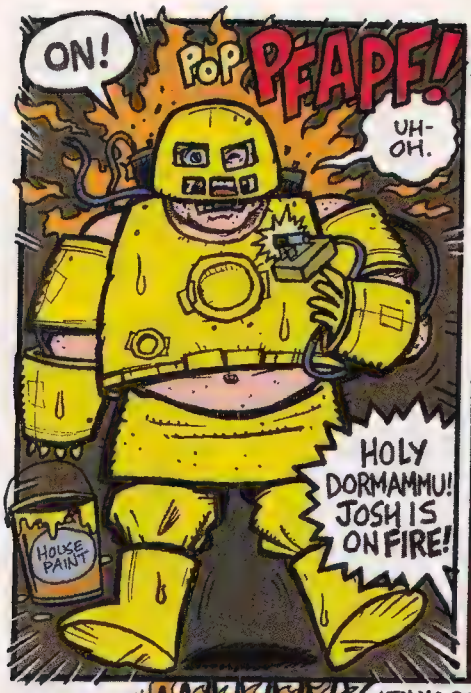
JOSH! HURRY UP WITH YOUR G#$! COSTUME YOU SILVER-AGE LARDASS!!

Yeh--hubby ub! Muh lips are startin to hurt real bab!

G#%! SHUT UP! I'M ALL DONE! I NEED ONLY FLIP THIS SWITCH AND THE CONTEST IS OURS!

CLIK!

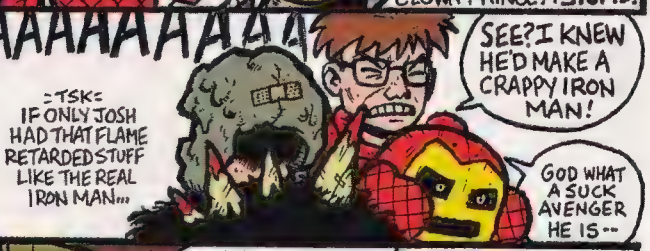
HA! THERE! REPULSOR RAYS--

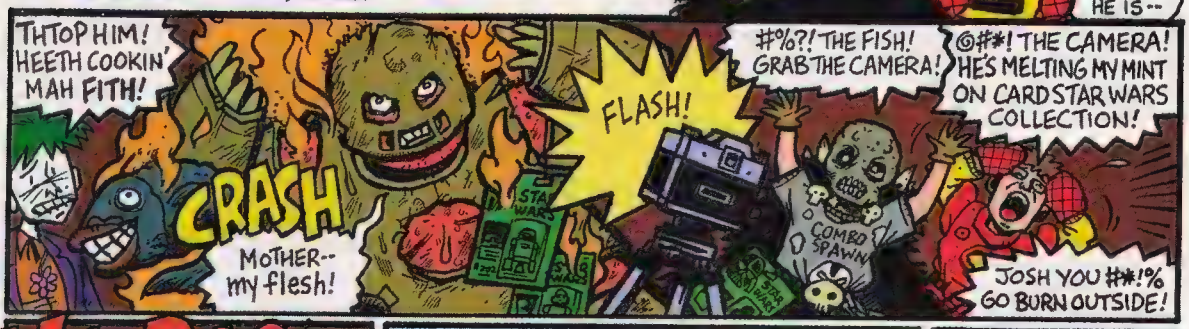

ON!
POP
PFAPF!
UH-OH.
HOLY DORMAMMU! JOSH IS ON FIRE!
HOUSE PAINT

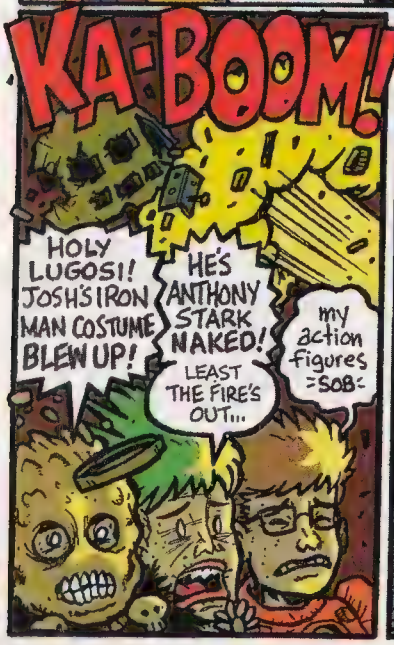
AAAAAGGH! HELP ME! THE PAINT'S ALL BURNING! AAAH!
NICE ONE JOSH! GOTTA RUIN EVERY-THING YOU ⊙☆#!!

OH GOD I'M BURNING UP!! MY SKIN'S BLISTERING! AARGH
I GUESS WE SHOULD GET SOME WATER AND PUT THE FAT FIRE OUT ...
I KNOW! JERRY--USE YER SQUIRTIN' FLOWER!
BUH I CAN' HELP IRON MAM! I'M A VILLAIN!
WHAT?! SQUIRT THE ⊙☆#! FLOWER YA'%#?! CLOWN PRINCE A'STUPID!

AAAAAAAA
ITH NO GOOD! THERTH TOO MUTH FIRE!

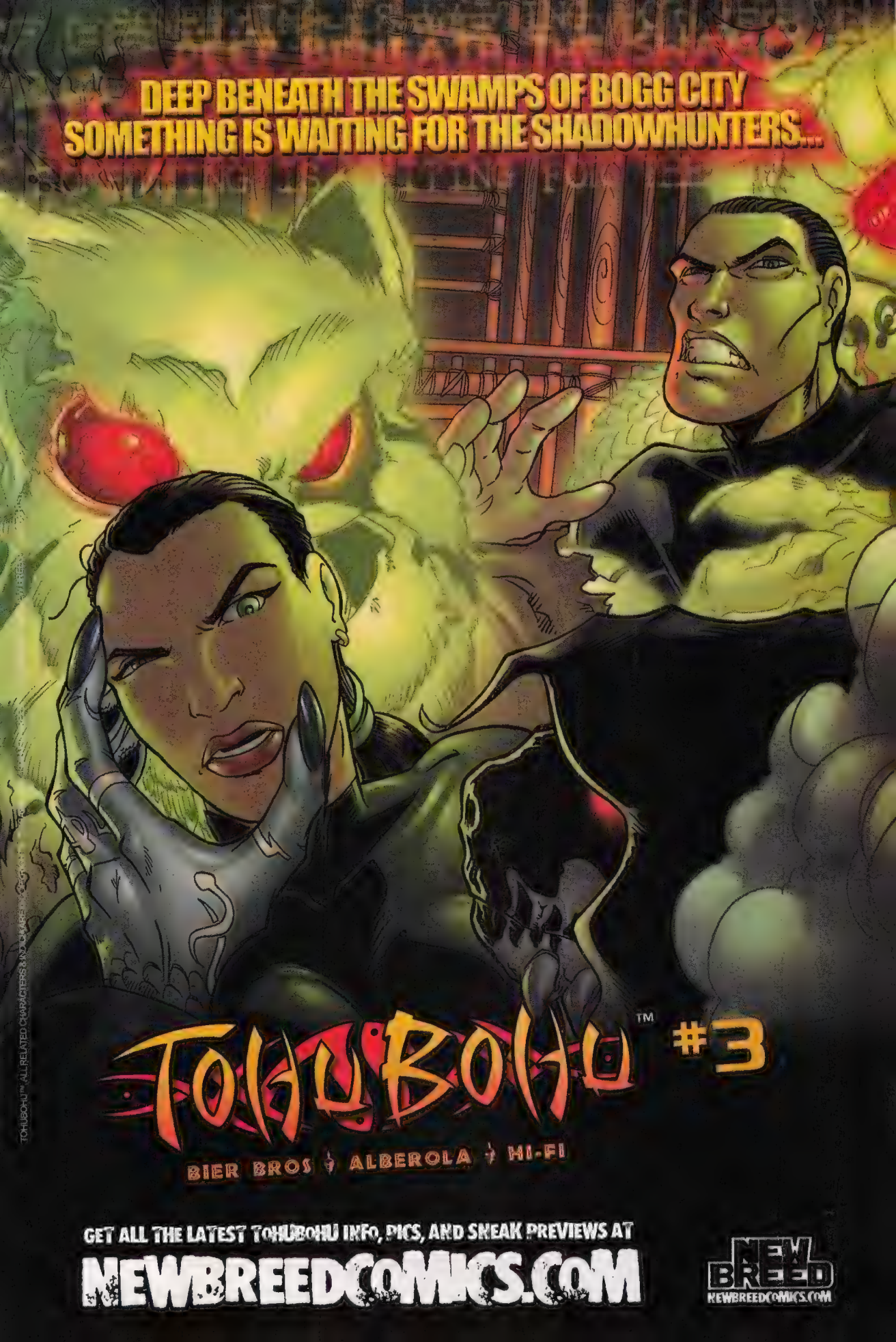

AAAAAAAAAA
:TSK: IF ONLY JOSH HAD THAT FLAME RETARDED STUFF LIKE THE REAL IRON MAN...
SEE? I KNEW HE'D MAKE A CRAPPY IRON MAN!
GOD WHAT A SUCK AVENGER HE IS--


THTOP HIM! HEETH COOKIN' MAH FITH!
CRASH
MOTHER-- my flesh!
FLASH!
#%?! THE FISH! GRAB THE CAMERA!
⊙#*! THE CAMERA! HE'S MELTING MY MINT ON CARD STAR WARS COLLECTION!
COMBO SPAWN
JOSH YOU #*!% GO BURN OUTSIDE!


KA-BOOM!
HOLY LUGOSI! JOSH'S IRON MAN COSTUME BLEW UP!
HE'S ANTHONY STARK NAKED!
LEAST THE FIRE'S OUT...
my action figures =SOB:

TWO MONTHS LATER...
NO! NO! I DON'T BELIEVE IT! WHO SENT THE ⊙☆#% PICTURES IN?!?
YOU DID, BILL! YOU SAID IT WOULD BE FUNNY--
FUNNY?! ⊙☆#!!
WIZARD HALLOWEEN CONTEST WINNERS!
2nd PRIZE
JOSH LEVY AS THE HUMAN TORCH
FLAME ON!

"THAT LUCKY STIFF WON SECOND PRIZE!"
SEVERE BURN WARD
I ALREADY HAVE IT.
YOU WON!
KINGDOM COME NOVEL
HA HA! THE END!


DEEP BENEATH THE SWAMPS OF BOGG CITY
SOMETHING IS WAITING FOR THE SHADOWHUNTERS...
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WAR JOURNAL

WAR JOURNAL

by Craig Shutt

With brush in hand, **Alex Ross** takes to the street and launches his **'War on Crime'**

Alex Ross never drew Batman.

Sure, he painted him in 1996's mega-popular *Kingdom Come* mini-series, but that was just a futuristic version. And of course there've been the occasional covers or paintings. But Ross has never drawn Batman in a full issue, and that's the challenge he faced as he began *Batman: War On Crime*.

"I wanted everything to have a logical stance," explains Ross. "If I only did one Batman graphic novel in my life, I wanted to do a Batman that made sense to me. And fortunately, DC supported me on that."

Co-plotted and scripted by "Batman Beyond" co-producer Paul Dini, *War* follows up last year's Dini/Ross Superman collaboration, *Peace on Earth*. The tabloid-sized, $9.95 *War on Crime*, hitting shelves in November, explores how Batman became the man he is, as the Dark Knight follows an orphaned ghetto child whose life takes a different turn than his did. "This kid doesn't have the posh surroundings Bruce Wayne had, and it makes Batman come to grips with the route he took and whether it happened solely because he was rich enough to do it."

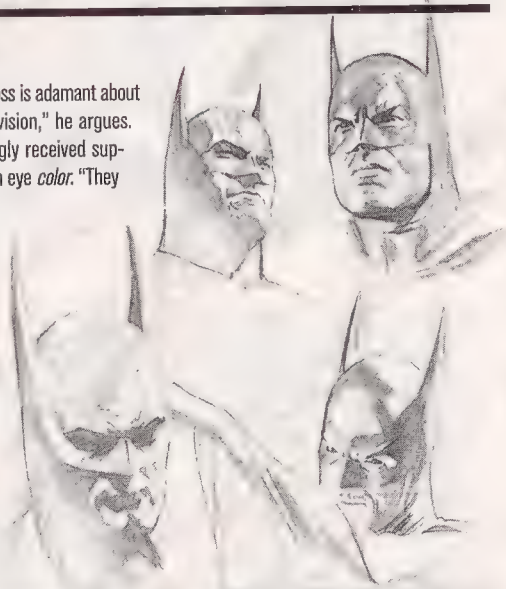
***Wizard* joined Ross at his drawing table to discover just how the artist and a certain Caped Crusader waged war on crime.**

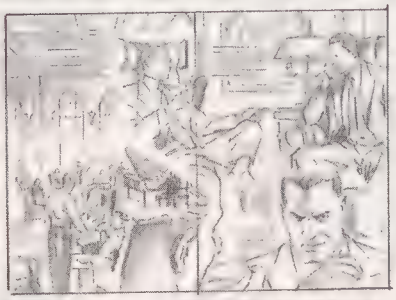
COVERED

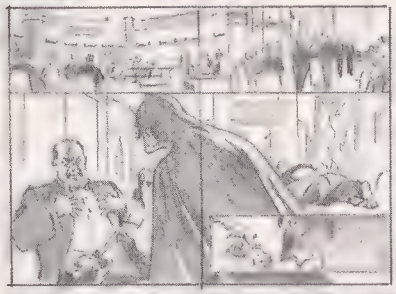
This is one of two concepts for the book's cover. The first had a flat style, reflecting the early style of Bob Kane. "I thought it was striking, but DC thought it was too rigid and not dimensional enough–the nose was hard to figure, etc.," says Ross. "They threw an image at me similar to one I'd done for the lenticular cover [on *Batman: No Man's Land*], so I did a painting based on that."

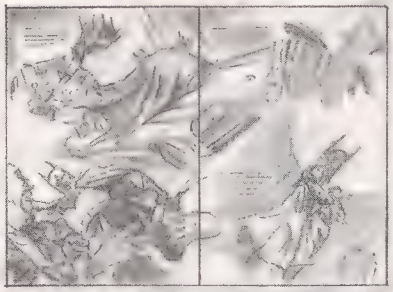
HEAD CASE

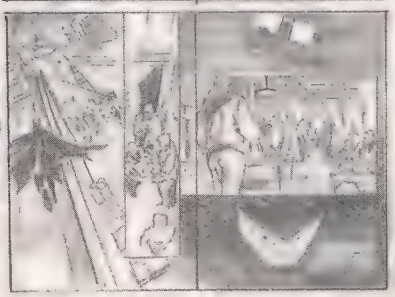
When it comes to the white slits over Batman's eyes, Ross is adamant about one thing: "He wouldn't do anything to obscure his vision," he argues. "There's no reality to covering them." Ross surprisingly received support for his version with eyes, but had some trouble with eye *color*. "They insisted he has blue eyes," Ross says. "But I don't think every one of the major icons [Superman, Wonder Woman, Captain Marvel and Batman] has to be blue-eyed and dark-haired. Brown eyes separate him from them and give him a darker image." DC President Jenette Kahn liked his reasoning, checked with licensing to ensure there wasn't an existing conflict, and gave him the green…er, brown light.

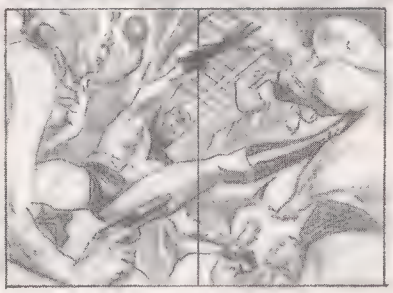












THUMBS UP

Ross began his *War* by sketching eight key images he'd envisioned for the story. After initial talks with Dini, Ross sent them to his collaborator for use in any sequence. Dini ultimately wrote a four-page plot, which Ross expanded into 28 separate 2 1/2- by 3 1/2-inch thumbnail spreads and an opening and closing page, getting six spreads per each 8 1/2- by 11-inch sheet. "This was very much the 'Marvel' method of working, which I never thought I'd do," Ross says. He rendered the thumbnails tightly to convey mood, and once Dini and the editors looked them over, began penciling them as pages.

THE PENCILS

Surprisingly, this quiet image of Bruce Wayne being driven to work was the only one Ross envisioned before he started thinking specifically about the project. It came to him two years ago in a dream (not about Wayne). "Bruce lives in a suburb, surrounded by neighborhoods and schools. Being confronted with that everyday, he sometimes must ponder what he missed as a child and what he threw away of his own enjoyment by taking on this role. That concept forms the basis for the story."

As Batman goes about his nighttime activities, he runs across an orphaned boy and sees parallels and contrasts to his own life that make him consider his own life choices. This spread also shows Ross' take on the bat emblem, which was inspired by Joe Staton's version, especially his 1977 JSA version in *DC Special* #29. "Once you get rid of the oval–which was added strictly for trademark purposes–the bat has a lot of potential," Ross says. "Seeing it in Staton's work kicked me in the butt and made me realize it's a very pure image."

Ross eliminated supporting characters and is keeping the gimmicks to a minimum, having Batman rely only on a rope and gas pellets. "I wanted to distill him down to the pure essence and show that Batman works without the car, the plane and the sidekick." In this scene, Ross also wanted to convey Batman's style of remaining on the periphery. By the time the smoke clears, the criminals are subdued and he's gone. "It gives it an immediate, creepy effect–and it also helps keep the book for all ages by keeping the graphic violence lower."

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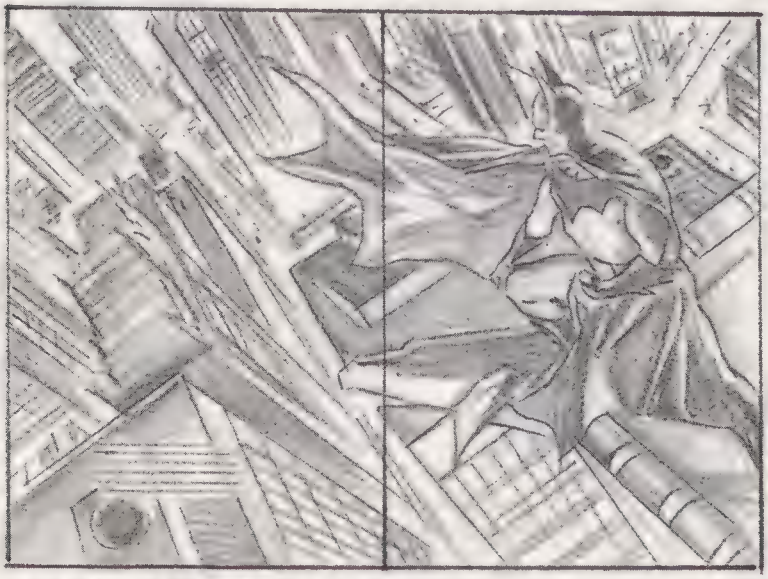
Ross designed this spread as "one of the most poignant moments of the story." Batman's in disguise to check up on a former criminal, now working as a waitress. "Batman can sense that the crushing drudgery of this straight and narrow path will soon send her back into past habits and the influence of old friends," he relates. The opening crowd scene also conveys the notion that Batman could be disguised as any of these customers, and the narration "floats" to keep that mystery open until the last panel.



MARKETING WAR

Ross penciled the spread created from this thumbnail out of sequence because DC's marketing department needed a moody shot for promotion and to include in the upcoming Batman hardcover by Les Daniels, on sale in October. "I don't usually work that far out of sequence, but it's a key image they'll be using to promote *War*. It's kind of self-indulgent, but I wanted some kick-butt shots of Batman in the story." This sketch is reversed from the finished painting, which was flopped at the editor's suggestion to put Batman's form on the left looking to the copy on the right, drawing the reader's eye naturally from left to right.

Ultimately, Ross and Dini's story reveals elements of Batman's character. But is this the same Batman readers see each month? "Nothing in the story prevents it from being in continuity, but we're not defining where or when it happened," Ross explains. "I wanted to play with Batman's purest essence, and part of what makes him so strong is that he wages a lone battle. This story presents a lean, mean character study."

Chicago-based freelancer Craig Shutt is waging a war on circus midgets. Unfortunately for him, the little guys are winning. They play dirty.

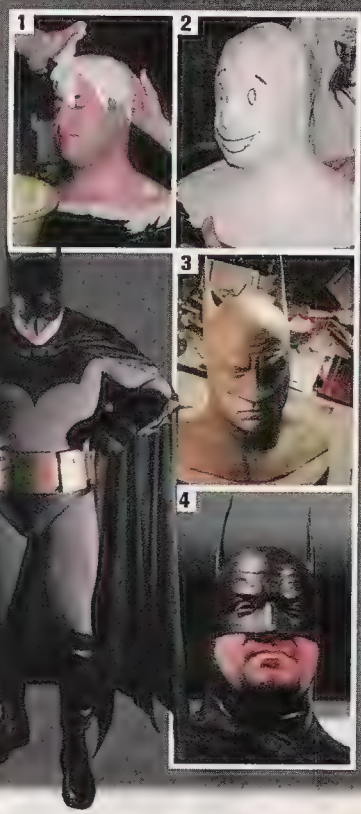
MASKED MAN

One reason Alex Ross' artwork seems so realistic is because he draws from real life. For *War on Crime*, that included creating a custom, form-fitting Batman mask for his photo model, Matt Paoletti.

"I cobbled together pieces of my friends' Batman costumes–and a lot of them have Batman costumes–but I really wanted a perfect mask," Ross says. He worked with local TV and movie makeup man James Lacey to create a mold of Paoletti's head (see photo 1), which meant encasing his head in plaster. This cast was then filled with clay to create a lifelike bust of Paoletti (2) onto which Ross could add clay and sculpt a Batman mask. Ross' sculpture was then coated with plaster to create a mold. He turned it over to Acme Design Inc., which poured a thin film of liquid latex into the mold, creating the mask worn in the photo sessions (3).

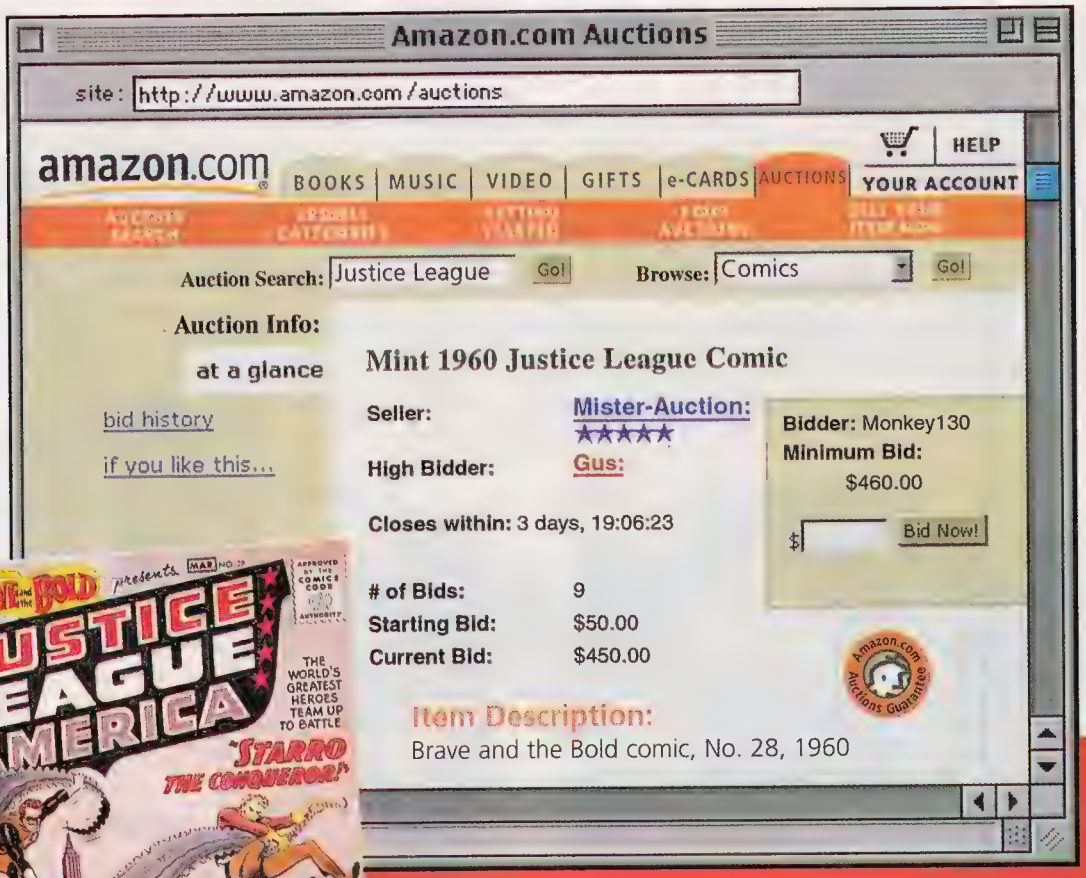
"It was a huge amount of labor," says Ross, "especially smoothing and cleaning the sculpture to create the finished mask so it was smooth enough to look right."

After creating his form-fitting mask, Ross bought a gray unitard and airbrushed his design for the bat emblem onto it. Friends lent him the satin-like cape, utility belt and boots. His biggest regret? "For some reason, as soon as I went to the trouble of making a custom mask to fit him, Matt decided after 30-some years, he'd grow a goatee (4). He couldn't wait two months until my photo sessions were over! That's the way my luck seems to run."



PHOTOS COURTESY OF ALEX ROSS

bring your heroes back with a bid.



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ALL DRESSED U
NO PLACE TO

The Winners of the Eighth Annual Halloween Cost

SPOOKERIFIC! This year, each of our honorable mentions wins a hoopla of prizes, ranging from signed comics to action figures to whatever the hell we find in our pockets! As for our Runner-Up, that lucky stiff snags a whopping $250 Toys 'Я' Us gift certificate! And for our Grand-Prize winner, he takes home the mega-cool, super-awesome, gee-are-his-friends-gonna-be-ridiculously-jealous video game prize package! We're talking a Nintendo 64, Sony PlayStation, Sega Dreamcast, extra controllers, memory cards and five killer games *apiece*! And just 'cause we're nice guys, we're even tossing in a real-live, working Atari 2600 and Intellivision game package! **Congrats to all our winners. Now, enough words...let's get jiggy!**

GREEN LANTERN & ZORRO
Andrew Miller and Cameron Murphy
Louisville, KY
GL: Andrew Miller ZORRO: Cameron Murphy

DR. DOOM & THOR
Timothy and Anthony Smith • Baltimore, MD
DOOM: Timothy THOR: Anthony

CAPTAIN AMERICA
Conrad Reardon
Newport Beach, CA

DESTRO & THE BARONESS
Eric LeFeber and Lea Kollens
Chicago, IL

PRE-TEEN TITANS
Gina Hernandez • Jackson, NJ
SUPERBOY: Trystan Nielsen IMPULSE: Nicholas Vitardi
SUPERGIRL: Jessica Hernandez WONDER GIRL: Talia Nielsen

P WITH GO 8

ne Contest

DARTH MAUL
Jeremy Hernandez • Novato, CA

PARAPPA THE RAPPER
Terry Chui • Vancouver, BC, Canada

FREEFALL
Darlene Reece
Flowermound, TX

NIGHTCRAWLER
Walker Zavareei
Glastonbury, CT

BREAKFAST CEREAL GANG
Greg Wing
Lakewood, OH

COUNT CHOCULA: Greg Wing
KING VITAMIN: Todd Knuth
CAP'N CRUNCH: Christine Malkus
BOOBERRY: Scott Green
FRANKENBERRY: Todd Malkus
TONY THE TIGER: Amy Wing
TRIX RABBIT: Aimee Knuth
LUCKY: Sheri Harkey
SUGAR BEAR: Kristen Green

THOR & IRON MAN
Fisher & Jeremy Chavira
Huntington Beach, CA
THOR: Fisher
IRON MAN: Jeremy

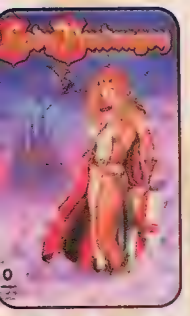
MR. MIRACLE & BIG BARDA
Tom Rohdan and Teresa Vitale
Belvidere, IL

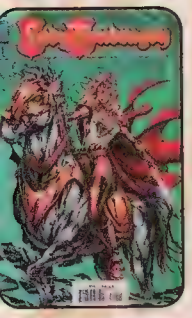
POISON IVY
Chris Banks
Lawrenceville, GA
MODEL: Tara Malone

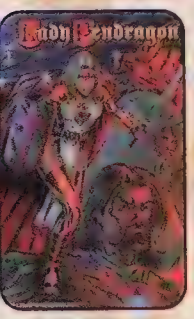
RINOA HEARTILLY
Kaitlin Hess
Peach Bottom, PA

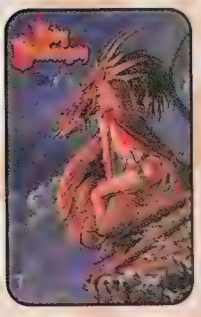
KABUKI
Catherine Lieu
Los Angeles, CA

DARK PHOENIX
Camille Bocchicchio
Pittsburgh, PA









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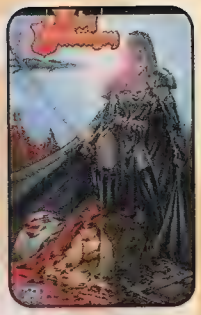
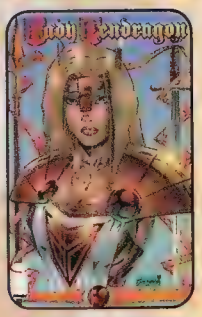
ONE YEAR ANNIVERSARY

12 MONTHS





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ORIGIN OF MERLIN #1

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LADY PENDRAGON TRADE PAPERBACK
COLLECTING FIRST 6 ISSUES

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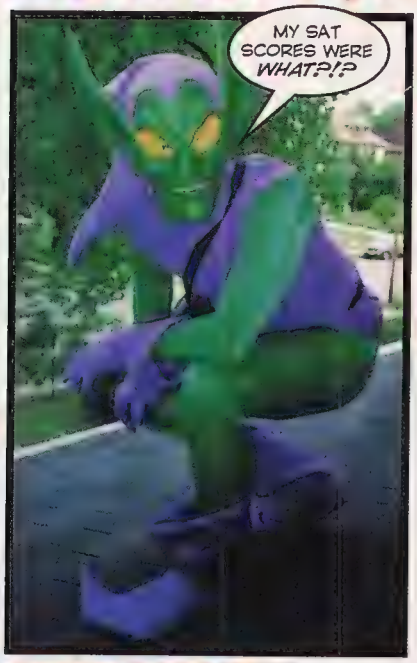
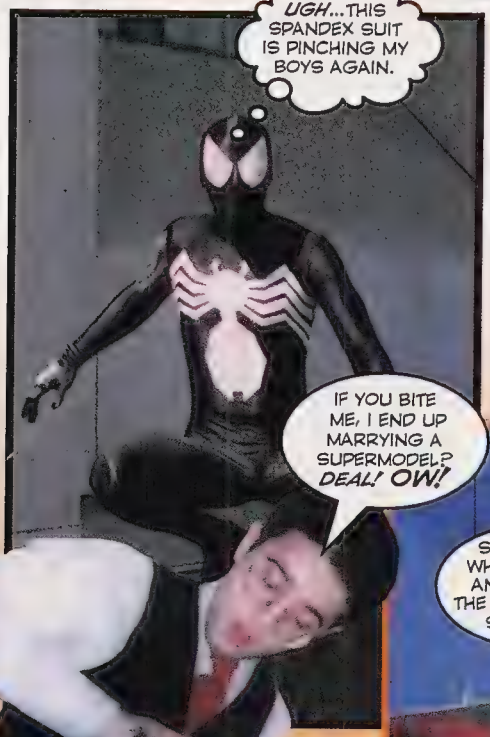
RUNNER-UP



GREEN GOBLIN
Larry Malott
Cincinnati, OH

GRAND-PRIZE WINNER



SPIDER-MAN
Thomas Barker • *Greensboro, NC*

It took our pal Tom here just a few months to whip together this amazingly spectacular Spider-Man costume. The others took just a few weeks. So how'd he make 'em? Glad you asked.

"It's all hand-sewn with some painting here and there," says Tom of the costume he's always wanted since he was a little kid. "As you would expect, it's mostly Lycra. The shirt took the longest—the red portion is kind of irregular, especially if you're learning to sew as you go along. The eyes, made of fine wire mesh, are really hard to attach to the mask too."

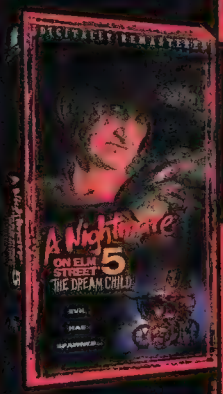
As for next year, Tom's hoping to add to his web of costumes with Spider-Girl, Spider-Boy and Spider-Man 2099.

BUT HEY, THOMAS DIDN'T STOP THERE!

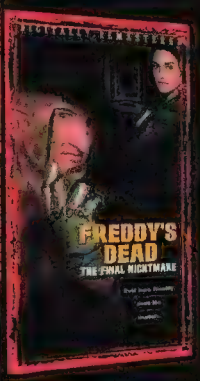
He also threw together Spidey's black costume, the Scarlet Spider and a dead-on Peter Parker!

Well, that wraps up yet another fan-filled costume contest. And what a blast we had diggin' through all your funky photos (we won't even mention that bizarre Grendel chick squatting on the pumpkin or the...er, jailbait Jubilee). So a hearty and healthy thanks to everyone who entered! You guys are the bestest! Now, remember: You've got less than a year to start your *next* costume, so get crackin'!

Before you could "SCREAM"
And way before "LAST SUMMER..."
the SCAriest nAme in horror
lived on "ELM STREET"!



DIGITALLY REMASTERED!



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WIZARD
2000

In honor of Halloween, 'Wizard' tracks down what comics' greatest villains have planned for next year

by James Busbee

VS

WANNA RULE THE WORLD?

Get revenge?

Pay those pesky bills without working?

Then you've gotta get with the times and see what the pros are up to. After all, the next year's worth of comics pits everyone's favorite heroes against the baddest of the bad. We're talkin' Dr. Doom, Prometheus and Thanos getting back into the game of giving superheroes something to do. Heck, even lame-o villains like Kulan Gath and Two-Face get their crack at the big-time, with neato plots by big-name writers!

Wanna see who's on the most wanted list? Read on. These guys'll show you how the grass is always meaner on the other side.

Baron Zemo

NEMESES: Captain America, the Avengers

HIS DEAL: Nazi Baron Zemo worked for years to achieve his goal of world domination through evil, then found an easier way—domination through good! In the wake of the Onslaught crisis, he disguised himself as the hero Citizen V and recruited members of the Masters of Evil to pose as the heroic Thunderbolts and gain public trust and acceptance…and the Avengers' computer files.

BARON ZEMO

CLAIM TO FAME: Now that Zemo's stunning deception has been revealed, no new hero on the Marvel scene may ever be fully trusted.

NEXT EVIL DEED: New *Thunderbolts* writer Fabian Nicieza promises that the story of Zemo and the new, female Citizen V will not soon go away. And what connection does a mysterious new T-Bolts villain have to Zemo? "The running villain through the first year [of Nicieza's run] will mark the return of one of the most requested villains in the Marvel Universe—and one of the most logical to have an interest in the T-Bolts," says Nicieza. "But it is a new version of that villain."

Catwoman

NEMESIS: Batman

HER DEAL: She's the best cat burglar in all Gotham. But the recent events of "No Man's Land" have left her wracked and broken in body and spirit.

CLAIM TO FAME: The Catwoman defeated nasty-bad guy Prometheus with one clean snap of her whip to the nuts.

CATWOMAN

NEXT EVIL DEED: After "No Man's Land," Catty swipes something very important to Commissioner Gordon—and gets caught. "This time, he actually takes her down," says new *Catwoman* writer Bronwyn Carlton. "It's the first time she's ever really been captured, and she's sent to prison. What she'll go through there is going to have a major effect on her."

Darkseid

DARKSEID

NEMESIS: The DC Universe

HIS DEAL: The evil tyrant of Apokolips searches for the Anti-Life Equation, by which he can control all sentient life in the universe. If anyone—even his own family—gets in his way, he won't hesitate to wipe them out. "There is nothing he would not sacrifice to achieve his goals, including his children," says Walt Simonson, creator of the upcoming *Orion and the New Gods* series.

CLAIM TO FAME: Thanks to some meddling in the timestream, Darkseid conquered Earth, killing most of the JLA! (Good thing the JLA managed to fix up the timestream so it never happened, eh?)

NEXT EVIL DEED: It'll happen in *Orion and the New Gods*, which kicks off next year. The JLA's Orion always believed he was Darkseid's son; recent events have occurred that suggest otherwise. "If he's not Darkseid's son, then maybe he's not quite the warrior he thought he was," says Simonson,

Apocalypse

NEMESIS: X-Men

HIS DEAL: En Sabah Nur is 5,000 years old, the world's first mutant. Obsessed with creating a world in which only the strong will survive, he will take every step necessary to exterminate the weak.

CLAIM TO FAME: Ya really wanna know what this guy's capable of? During the "Age of Apocalypse" storyline, Apocalypse gained dominion over the Earth and slaughtered darn near everyone in Japan, citing "survival of the fittest."

NEXT EVIL DEED: Apocalypse plays a key role in the X-books' upcoming "The Twelve" storyline, where the 12 mutants destined to lead humanity into a new age will gather. "In a way, Apocalypse is the antithesis of both Xavier and Magneto," *X-Men Unlimited* editor Jason Liebig says. "He doesn't care whether people are mutants or not, he just cares who's the strongest. He's a terrifying, vile villain who doesn't care about anything but himself, and he cannot be stopped."

OPENING ILLUSTRATION ART BY CHRISCROSS AND ROB STULL; COLORING BY BRAD PEKNINS

Doctor Doom

NEMESIS: Darn near everyone, but mostly the Fantastic Four

HIS DEAL: Tyrant of Latveria, scientific ultra-genius and would-be world conqueror (just don't tell *him* the "would-be" part) Victor Von Doom has spent the last couple years trapped in the alternate "Heroes Reborn" universe.

CLAIM TO FAME: Doom's so clever that he beat the devil at his own game and rescued his mother from hell! He made a deal with the demon lord Mephisto to trade in Doctor Strange, Earth's Sorcerer Supreme, in exchange for a limited lifespan for his damned mommy. But Doom double-crossed the demon and managed to free his mother's soul to go to Heaven forever–and he got Doctor Strange out, too.

NEXT EVIL DEED: When last we saw Doom, he was lost in space in the Heroes Reborn universe. During November's three-week "Heroes Reborn: Doomsday" event, Doom returns to the HR Earth to find it a shambles. He pulls the pieces together, sets himself up as ruler, and then turns his eyes to the Marvel Universe. After "Heroes Reborn," look for Doom to appear in *Fantastic Four* #25.

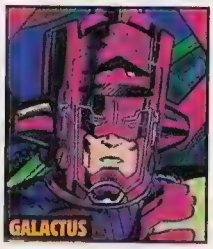
"People have forgotten how powerful Doom really is," says *Doomsday* editor Tom Brevoort. "He's adept at both science and sorcery. And he's got style and panache. He honestly believes everything in the world would be better if he were running it. And he's so smart and savvy that he may well be right."

Galactus

NEMESIS: Fantastic Four

HIS DEAL: The only survivor from the universe that preceded this one, the cosmically powered Galactus is really more a force of nature than a supervillain. He feeds on planets, eliminating weaker worlds as part of some grand universal plan.

CLAIM TO FAME: The Big G ate the Skrull throneworld, killing *seven billion* Skrulls and nearly obliterating a long-standing Marvel alien race.


GALACTUS

NEXT EVIL DEED: In the current *Galactus the Devourer* mini-series, Galactus is in the midst of a furious eating binge. "Galactus has gone mad, and he's munching through the universe on his way to Earth," says *Devourer* writer Louise Simonson. "He has an important purpose in the universe, but that involves destroying whole swathes of it."

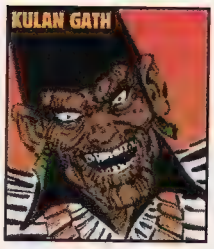
Kulan Gath (NO, REALLY! CHECK IT OUT!)

NEMESES: Spider-Man, X-Men, the Avengers

HIS DEAL: Kulan Gath is a sorcerer from the Hyborian Age (the time of Conan) who's in awe of our world—but he'll conquer it anyway.

CLAIM TO FAME: He once remade the entire island of Manhattan into a Hyborian-style city, altering the lives and appearances of everything around. He actually crucified Spidey in that story!

NEXT EVIL DEED: The Avengers will run afoul of Kulan Gath early next year in the country of Costa Verde. "He's a great villain—a major threat who finds the modern world overwhelming," *Avengers* writer Kurt Busiek says. "Still, he's powerful enough to imprison a god, and that's what he's going to do."


KULAN GATH

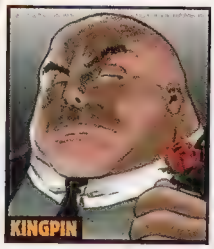
Kingpin

NEMESIS: Daredevil

HIS DEAL: Kingpin is New York's No. 1 crime boss. While the underworld is under his fat, chubby thumb, he claims to only be a humble "dealer in spices."

CLAIM TO FAME: When Daredevil's ex-girlfriend sold DD's secret identity for smack, the Kingpin eventually bought it—and used the knowledge to slowly, methodically take the Man Without Fear's life apart and drive him insane.

NEXT EVIL DEED: Kingpin will play a behind-the-scenes role in the upcoming *Daredevil* arc, bringing two new villains—Murphy and Echo—into conflict with Daredevil. "He has no superpowers, and that makes him that much more interesting," *DD* penciler Joe Quesada says. "He runs everything with both his fists and his wits."


KINGPIN

Loki

NEMESIS: Thor

HIS DEAL: Son of an evil giant king, Loki was adopted by Odin and became Thor's stepbrother. Perpetrating evil from the heart of Asgard, he has tormented the thunder god and his allies for eons.

LOKI

CLAIM TO FAME: The God of Evil's meddling in Thor's life actually led to the formation of the world's pre-eminent superteam, the Avengers. Whoops.

NEXT EVIL DEED: Loki has laid low recently, but before long, "he gets hip to Thor's personal life [as mortal Jake Olson]," *Thor* writer Dan Jurgens says. "He loves dabbling in mortal affairs, and he's a perpetual, incredible pain in the ass."

Mongul

NEMESIS: Superman

MONGUL

HIS DEAL: Mongul is a ruthless, alien conqueror whose genocidal ways have brought him into conflict with the Man of Steel time and again.

CLAIM TO FAME: Mongul destroyed Coast City, killing seven million innocent people.

NEXT EVIL DEED: "Mongul doesn't give a second thought to killing a billion people, much less Superman," says

Superman writer Jeph Loeb. "So he's coming back, but he's not coming back to destroy Superman. He's got a much bigger problem on his hands..."

Mr. Sinister

NEMESIS: X-Men
HIS DEAL: Nathaniel Essex was a 19th-century scientist granted great powers by Apocalypse; he uses his skills as a geneticist to further his aims of controlling both mutant and human races.
CLAIM TO FAME: Mr. Sinister created Madelyne Pryor, a genetic duplicate of Cyclops' lover Jean Grey—who was thought *dead* at the time—to seriously muck with Cyclops' mind.
NEXT EVIL DEED: Mr. Sinister will be "paying attention quite heavily" to the events of the upcoming "The Twelve" storyline, *X-Men Unlimited* editor Jason Liebig says. "He's a mortal enemy of Apocalypse, but he also recognizes that the two of them have some mutually beneficial goals."

Prometheus

NEMESIS: JLA
HIS DEAL: Prometheus can download the moves of the world's greatest fighters directly into his brain and instantly use them to devastating effect. "He's really the 'anti-Batman,'" says *JLA* editor Dan Raspler. "He's utterly without morals, living by his own code. He's got a sinister charm, but he's completely sociopathic."

CLAIM TO FAME: Prometheus nearly defeated the entire JLA one by one—he handed Batman's ass to him by using the Dark Knight's own fighting techniques, rendered Green Lantern's ring useless by disrupting GL's thought processes, and melted the

Joker

NEMESIS: Batman
HIS DEAL: Utterly insane, Joker kills without reason...making it hard for the Dark Knight Detective to catch him.
CLAIM TO FAME: The Clown Prince of Crime mercilessly shot former Batgirl Barbara Gordon (now Oracle), confining her to a wheelchair for life. For an encore he beat Jason Todd, the second Robin, with a crowbar and then blew him to bits.
NEXT EVIL DEED: Joker, along with most of the other big Gotham evildoers (Two-Face, Mr. Freeze, Bane, Riddler) will be lying low in the wake of "No Man's Land." But as part of writer Jeph Loeb's *Dark Victory*, a flashback sequel to *Batman: The Long Halloween*, readers will see the Joker cackling his way through the early days of Batman's career.

"The crimes he commits don't fit any kind of pattern, and when he goes on a homicidal spree, you can't be sure what his motivations are," Loeb says. "Like in *Long Halloween*, *Dark Victory* will be a year-long mystery, and we won't be able to rule out the Joker at any point."

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Lex Luthor

NEMESIS: Superman

HIS DEAL: Self-made billionaire Luthor ruins lives as a hobby. A super-genius, he hates Superman for rivaling him as the pre-eminent citizen of Metropolis.

CLAIM TO FAME: By using his vast resources, Luthor actually figured out that Clark Kent and Superman were one in the same! But he dismissed the secret, believing that a man of Superman's power would never waste it by having a mundane alter-ego.

NEXT EVIL DEED: Hold onto your wallets–and your souls. "We have a lot of stuff planned for Luthor, primarily character bits that will show everyone that he is, bar none, the most ruthless man in the DC Universe," says *Action Comics* writer Joe Kelly. "He's getting a slicker look, pumping up a bit, so that his body matches his mind–streamlined, precise, fantastic. I guarantee you'll be shocked and horrified at what he's willing to do to stay on top this year."

"Luthor is a presence in every story," adds *Superman* writer Jeph Loeb. "He is the power behind Metropolis, and as such, in some way is involved in every single issue."

Luthor will also take part in two major supervillain team-ups over the coming months. First, he'll take Brainiac, Silver Banshee, Parasite and Bizarro to combine forces with Chicago's Vicious Circle in *Superman/Savage Dragon*. Come March, he'll team with the Floronic Man, Byth, Black Manta and others in a project so secret that writer Mark Waid can't even reveal the book where it'll take place. Hmm, guess we'll use Luthor tactics to squeeze it outta him...

Martian Manhunter into a puddle of green goo.

NEXT EVIL DEED: As part of writer Grant Morrison's final *JLA* arc titled "World War Three," Prometheus will return to torment DC's finest heroes as part of a new Injustice Gang that includes Lex Luthor, the General (the former Shaggy Man) and the new Queen Bee. "Prometheus begins committing heinous acts, and he soon becomes instrumental in the plan to bring the JLA to its knees," Raspler says. "And this time, he just might succeed."

Ra's al Ghul

NEMESIS: Batman

HIS DEAL: The immortal Ra's believes Earth is sick and must be cleansed—of people. Billions of them.

CLAIM TO FAME: During the "Contagion" crisis, Ra's used the legendary Wheel of Plagues to engulf Gotham City in the ruinous Ebola Gulf-A epidemic, killing thousands.

NEXT EVIL DEED: Not content with facing off against the Dark Knight, Ra's will lead a new, unrevealed League of Assassins against the entire JLA in the first storyarc by upcoming *JLA* writer Mark Waid. "Ra's is the biggest heavyweight I could think of who hadn't fought the JLA," Waid says.

Sabretooth

NEMESIS: Wolverine

HIS DEAL: He's Wolverine's opposite number: a berzerker who exists only to kill. And his adamantium-laced bones and claws do the job.

CLAIM TO FAME: Besides ruthlessly slaughtering the Morlocks with his fellow Marauders at Mr. Sinister's request, Sabretooth also raped and damn near killed Wolverine's girlfriend, Silver Fox.

NEXT EVIL DEED: Swipin' extra ketchups from McDonald's. After getting his noggin waxed in *Gambit*, Sabretooth will lie low for awhile.

Saint of Killers

NEMESIS: All of reality, Jesse Custer in particular

HIS DEAL: The Saint is the living embodiment of murder, an unstoppable killing machine.

CLAIM TO FAME: The Saint once popped a cap 'tween the Devil's eyes when Satan smarted off one too many times.

NEXT EVIL DEED: As *Preacher* wraps up and Jesse nears the end of his quest to find God, expect the Saint to play a major role. "If you thought the Saint of Killers was nasty before, just wait," says *Preacher* editor Axel Alonso. "His vengeance is gonna rain down in buckets before the *Preacher* saga concludes."

Taskmaster

NEMESIS: The Avengers

HIS DEAL: Ever wonder where all those goons come from that always swarm over our heroes? Look to the Taskmaster; his thug academy turns out cannon fodder by the shovelful.

CLAIM TO FAME: He once took out both Captain America and Iron Man—though not at the same time. Once the Avengers regrouped, Taskmaster ran like a sissyboy.

NEXT EVIL DEED: Plans are tentative, but *Avengers* writer Kurt Busiek would like to use the Taskmaster soon. "He's one of the most pragmatic villains out there," Busiek says. "He doesn't want to rob banks, he just trains thugs to work for HYDRA and AIM. Plus, Avengers fans like him a lot, so why not work him in?"

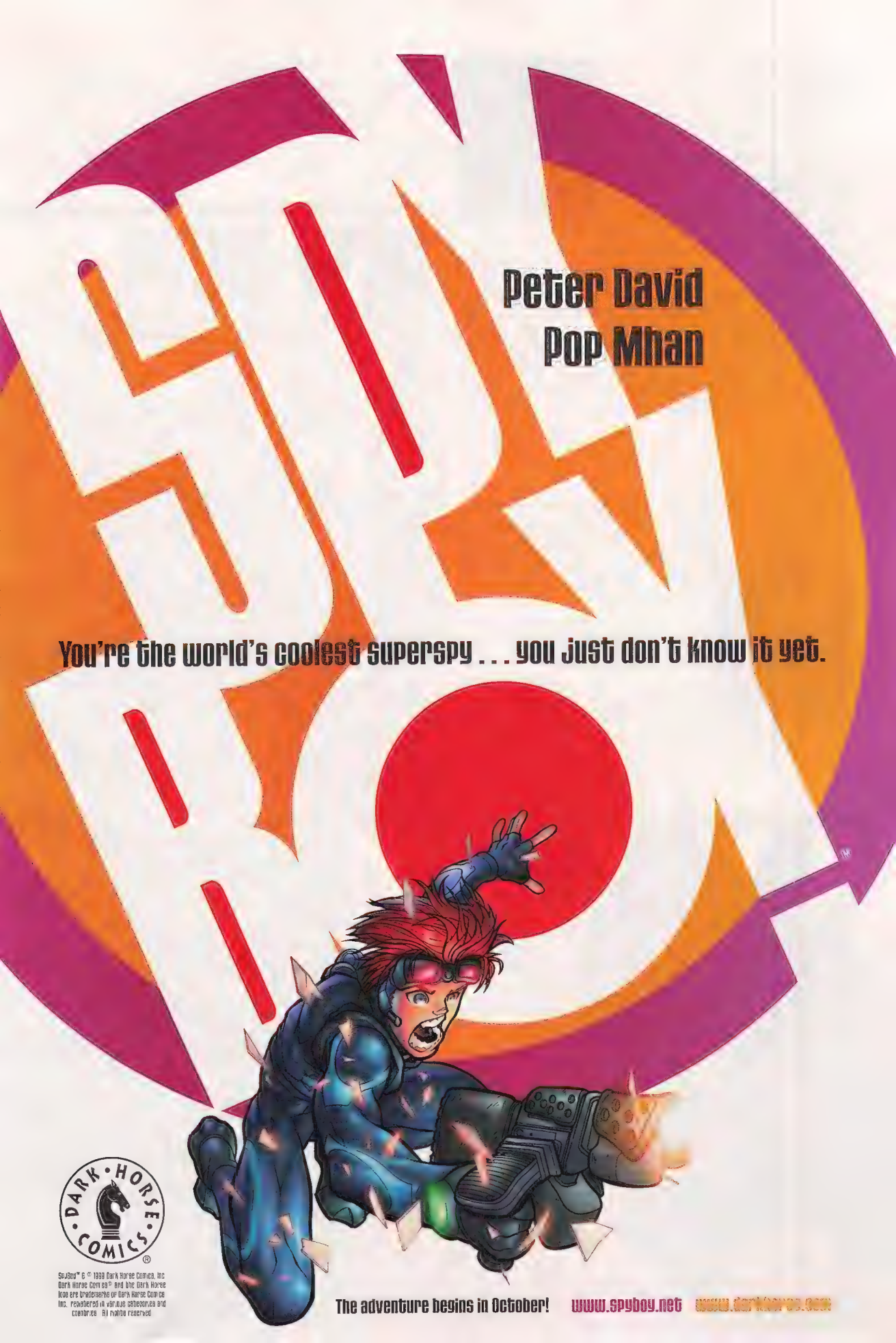
Thanos

NEMESIS: The Marvel Universe

HIS DEAL: The mad god of Titan has but one goal—to destroy the universe for his beloved Death.

CLAIM TO FAME: Thanos once wiped out half the life in the entire universe as he gathered the Infinity Gauntlet. (Everyone got better.)

NEXT EVIL DEED: Beginning in *Thor* #20, Thanos is taking his murderous show on the road—all the way to Asgard, where he'll throw down with Thor and his pals. "He's going to recruit some surprising allies in his quest," *Thor* writer Dan Jurgens says. "His evil goals will send Thor on one of those magnificent quests."


HI!
Peter David
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The adventure begins in October!
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Two-Face

NEMESIS: Batman
HIS DEAL: Chemicals scarred half the face of brilliant attorney Harvey Dent; he now pursues a life of crime dictated by the flips of his scarred coin.
CLAIM TO FAME: While still serving as DA, Dent helped kill off the Falcone crime family as the serial killer Holiday (well, one of them, anyway). Following this path of evil eventually led to his Two-Face persona.
NEXT EVIL DEED: Look for Two-Face to play a major role in writer Jeph Loeb's 13-issue, flashback series *Dark Victory*, a sequel to last year's *Long Halloween*. He'll pose a major threat to a green, untested Dark Knight. "What's most dangerous about Two-Face is the way that he affects Batman. He's so dangerous," says Loeb. "At this time in Batman's life, he'd only met Two-Face at the end of *Long Halloween*, and never dealt with him as a supervillain and a crime figure. Harvey Dent was brilliant as an attorney, and Two-Face is brilliant as a crimelord."

Venom

NEMESIS: Spider-Man
HIS DEAL: Venom is the stark-ravin' nuts symbiosis of an alien lifeform and Eddie Brock, both of whom have a serious mad-on for Spider-Man.
CLAIM TO FAME: Venom knows Spider-Man is Peter Parker. He knows he can get Spidey to waltz by threatening to kill his Aunt May or wife Mary Jane. And he'd do it, too.

NEXT EVIL DEED: Now that Brock and the symbiote have reunited, Spidey better watch his rear. "Venom is really the anti-Spider-Man," says Mackie. "He's got a personal beef against both Peter Parker and Spider-Man, and that makes him so much more dangerous." And once Venom joins Spidey's team of foes the Sinister Six, he'll finally put that team in the "dangerous and deadly" category. Watch for the Sinister Six's plans to come to a head in *Amazing Spider-Man* #12 and *Peter Parker: Spider-Man* #12. "The Sinister Six is not a group that plays well together," adds Mackie. "Each one of them thinks they're using the others, and they're all suspicious of Venom."

Georgia-based writer James Busbee's nemeses are kittens, Canadian singer/songwriters and that hot brunette sister from "Just the Ten of Us."

Magneto

NEMESIS: X-Men
HIS DEAL: Magneto fancies himself master of the mutant race, a race which rightfully (in his eyes) belongs atop humanity. He's tried various schemes to gain superiority over humanity before, but now that the United Nations has ceded control of Genosha to him, things are going just the way Magneto planned...
CLAIM TO FAME: Magneto propelled himself into the world-class threat category when, from thousands of miles away, he caused a volcano to erupt in Russia, crushing the hull of a Russian submarine and killing all aboard.
NEXT EVIL DEED: We won't be hearing from Magneto for awhile, but that doesn't mean he's not cooking up nastiness. "He's in the middle of running the country of Genosha," *X-Men Unlimited* editor Jason Liebig says, "and that's taking most of his time right now. But he's also plotting behind the scenes, and when he makes his move, it's going to be scary. Very scary."

new BLOOD

Even the Joker and Doc Doom were once wet behind the ears. This year's crop of rookie supervillains aims to follow in their footsteps. Here's a preview:

The Banner

The tentatively named Banner is the next great Batman villain, a buff super-patriot bitter with the federal government for abandoning his beloved Gotham during "No Man's Land".

Cerdia

Atlantis finds itself under attack from the surface nation of Cerdia, putting king Aquaman in a dicey position. "What does he do?" *Aquaman* writer Dan Jurgens wonders. "What if the JLA says he can't counterattack? What if the JLA steps in?"

Dilemma

A lovely Hispanic GenActive, expect Dilemma to turn Grunge's world upside down in *Gen*^{13} #46. "She turns Grunge into a five-story mindless version of himself," *Gen*^{13} writer Scott Lobdell says, "for no reason other than she thinks it's fun."

Dr. Absinthe

The chief villain of *SteamPunk*, the latest Cliffhanger series, will ooze in next year. "Part Marilyn Manson, part Dr. Mengele, part Einstein, Absinthe is a walking nightmare," *SteamPunk* writer Joe Kelly says. "Expect him to redefine evil."

La Encantadora

Hot-cha! We don't know much about this upcoming Superman nemesis except that *Action Comics* writer Joe Kelly describes her as "a sultry femme fatale who isn't just a throwaway vixen."

Heavy Mettle

New Warriors #4 will see the introduction of Heavy Mettle, a technology-based supervillain cadre that features six new characters: Firestrike, a new Blackwing, Stronghold, Riot, Barracuda and Warbow.

Mainspring

In *Warlock*, Mainspring will be using what people think are "normal" Y2K problems–power outages and the like–to create havoc. By the time we figure out what's up, it's going to be too late!

William Metzger

Metzger's the charismatic leader of the Anti-Mutant Militia, which appears in the *X-Men: Children of the Atom* mini-series. Metzger spews hate, but people listen to him...

Regis

No, not the one who serves the evil Kathie Lee! This Regis, who will battle the Authority, is "a phenomenally disgusting, half-Sicilian/half-alien, near-immortal military leader and regent" who plots a nasty alien invasion of Earth, according to *Authority* writer Warren Ellis.

God and Santa Claus

They ain't supervillains, but they both will cause trouble in 2000. God does double duty, wrapping up the last *Preacher* arc and taking on *The Authority*, while Santa battles the Easter Bunny in a very special *Savage Dragon*. ■ JB

THE DEPTHS BELOW HIDE

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DARK SECRETS.

FEARSOME SECRETS.

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RAY Park

The newest 'X-Men' cast member gives the scoop on mind tricks with George Lucas, kickin' Jackie Chan's butt and bringing Darth Maul back to life

BY SCOTT BRICK

Being a bad guy can be a pain in the ass: If you're not getting sliced in half by Jedis, you're signing autographs till you're too tired to move.

With a line resembling opening night for "Star Wars: Episode 1—The Phantom Menace," actor Ray Park—who portrayed Darth Maul in that very movie—returns to his autograph table at this year's Wizard World Chicago con from a well-deserved, half-hour rest. The throng of fans cheer as Park sits down, ready to start another marathon signing session, but things quickly turn ugly when his rep reminds him he has an interview scheduled. Groans and boos from angry fans in red face paint get slung at the reporter as Park moves to a nearby alcove to give a rare interview.

"I'm very tired," the actor admits wearily in his soft, almost gentle British accent which makes you understand why it was dubbed over by another actor in "Menace." "I've really enjoyed meeting the fans, but it takes a lot out of me. I don't want to complain, though, because everybody's really nice to me. Everyone treats me like a star, which I'm not; I'm just me."

To "Phantom Menace" fans, "just" isn't a word to describe Park, the Scottish-born, British-raised actor and martial artist who spent his whole life dreaming of a movie career. Partly because his father idolized Bruce Lee and partly because he saw it as his ticket to film work, Park started training in Wu-Shu, a Chinese discipline similar to Jackie Chan's, at 7 years old. "I've always wanted to be one of those guys doing 10 million twists in the air during action movies," says Park. "Still, I never thought my training would lead to 'Star Wars,' no way."

After appearing in "Mortal Kombat: Annihilation" as a stunt double, Park came to "Star Wars" creator George Lucas' attention. "Menace" stunt coordinator Nick Gillard asked Park to cobble together a test tape with moves that could be used in a fierce lightsaber battle, which Park used as an audition. Winning the role, Park quickly emerged as a breakthrough star in the most anticipated film of the year, parlaying his "Phantom Menace" success into appearances in the upcoming films "Sleepy Hollow" as the stunt double of the Headless Horseman and as the evil Toad in "X-Men."

VITAL STATS

NAME: Ray Park
OCCUPATION: Actor, Choreographer, martial-arts instructor
BORN: "I'd prefer to keep all that private, y'know?" (He's 24.)
BASE OF OPERATIONS: Bury, UK
CAREER HIGHLIGHTS: Began his film career in "Mortal Kombat: Annihilation" before bursting into the stratosphere of superstardom as Darth Maul in "Star Wars: Episode 1–The Phantom Menace." Will soon appear in Tim Burton's "Sleepy Hollow" as the Headless Horseman's stunt double and will play the Toad in Bryan Singer's "X-Men."
SECRET "STAR WARS" CONFESSION: "A lot of people don't like Jar Jar, but I do."

"Things are starting to happen for me," says Park with genuine modesty. "It's been like a dream come true, and at the moment I'm just enjoying the ride."

In between autographs and shouting to be heard over several hundred Darth Maul fans, *Wizard* sat down with Park to get the skinny on Wu-Shu, how it felt to fight Obi-Wan Kenobi, and what's next in life after "Star Wars."

WIZARD: How exciting is it to become a superstar overnight?

PARK: It feels really weird. I've gotten used to the idea, but I remember when I saw a toy magazine for the first time. It said, "Darth Maul, the New Face of Evil." I remember being like a big kid; I bought a couple copies and took them back to show my family. I thought it was really cool, but I've gotten used to it now. I'm sure it'll hit me when I'm older and I've got kids. They'll say, "Daddy, daddy, that's you!" That'll be more mind-blowing.

All this attention after only one movie. Are you disappointed your character died?

When I got the part I knew the character was getting killed off; right from the beginning I knew that. So no, I wasn't disappointed with the way it turned out.

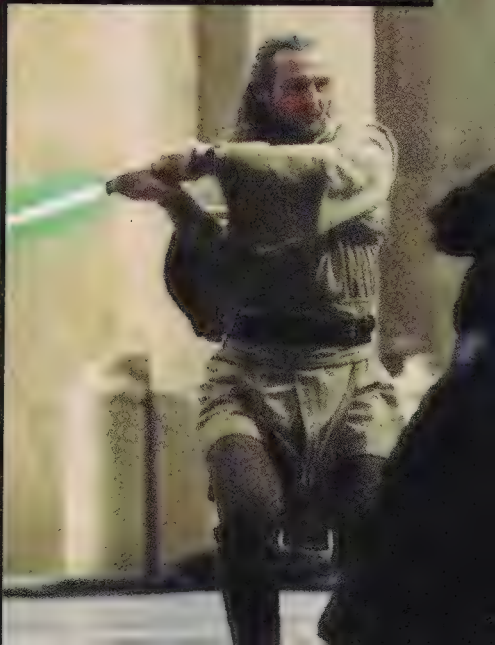
There are rumors you may be returning as a clone in the upcoming films. Any truth?

I really don't know, to be quite honest. You do tend to think George might change his mind at the end, maybe from the response he got from the fans. But I've got no idea, really. At the moment, in my mind, I'm just telling myself that's it, I'm finished. But if George asked me, that'd be real nice.

We heard you got the job by impressing George Lucas.

[*Flashes a devilish smile*] I used my Sith mind tricks on George Lucas. [*Passes his hand left to right at*

FIGHT CLUB Park developed the fight maneuvers for Darth Maul and helped choreograph the film's climactic fight scenes with Liam Neeson (left) and Ewan McGregor.



eye level] I went, "I must have this part." He said, "Well, no…" and I said [*Passes his hand again*] "I must have this part." [*Chuckles*] He went for it.

The credits also list you as a fight choreographer. How much of the fights did you come up with?

Everything to do with Darth Maul, that was me. The stunt coordinator [Nick Gillard] worked on it, but he didn't teach me how to fight. If anything, I know more than he does when it comes to martial arts. But he's very good at coordinating, so I worked with him. And I was there to help [co-stars Ewan McGregor and Liam Neeson]. But everything to do with Darth Maul was me, my input, my style. I try not to boast about it, but I'm very proud of it.

We've heard rumors McGregor and Neeson used stunt doubles in the climactic battle.

Yeah, I'm sure those were rumors. All the close-ups you see are definitely Ewan and Liam. Ewan admits he didn't do any of the acrobatic stuff, but he did all his fights, and so did Liam. They had doubles for some of their other stuff, but on the fights, they wanted to do as much as they could, and they did all right.

We've heard Ewan McGregor took the lightsaber battles very seriously, trying to beat you. True?

Yeah. [*Flashes a big smile*] Let's just say he tried, but that's all he could do was try.

[The lightsaber duel] took about three weeks to shoot, from the point where we come through the door right up till the end. We'd screw up sometimes, almost hit each other. We'd just laugh about it, and make lightsaber noises. We'd stand there, about to fight, and Liam and Ewan would each go, "Dzzh!" [*Laughs*] And I'd cock my head and say, "Oh, yeah? Dzzh-dzzh!" I don't think George needed to add on any sound effects, because we did them all. [*Smiles*] I still do them now.

Whose idea was the double lightsaber?

The double-ended bit was pretty much set when I got there. The only difference was that the handle was going to be about the size of a standard lightsaber, so I asked George if I could have it bigger. It would be very hard to move something that small around my body and keep it balanced, because I'd have to hold it like that [*holds his wrists close together*] and it would have been virtually impossible to use. That was my contribution to the lightsaber, basically. It allowed me to spin it around my head and do flourish movements.

Did you get to keep it?

No. That would've been cool.

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DARTH MAUL CHARACTER PROFILE

HORNY GUY These horns are stunted body parts, more fully developed in previous generations of Darth Maul's species. "They'd fall off, now and then. People would pick them up off the set and say, 'Here's your horn.'"

PIERCED APPRENTICE It's hard to see, but there's a silver stud earring in Maul's left ear. A symbolic accessory with a rich history? Nope. "That one's mine, actually."

TATTOO YOU Curiously, Lucasfilm hasn't yet created a backstory for Maul's species. Though it's been rumored his skin's red and the tattoos are black, Lucasfilm reps haven't decided. But we do know the tattoos aren't a natural part of Maul's species, but evidence of his complete dedication to the discipline of the Dark Side. "George [Lucas] told me, 'It's a shame you don't have a real face tattoo like this, do you mind getting one?' [*Laughter*] I almost did it."

VISINE It isn't known whether all of his species have red, black and yellow eyes, but Darth Maul sure does. Park's contact lenses were furnished by Richard Glass of London. "Before we put those in, my eyes stood out even more because they're so blue. Once the eyes were in, I looked a lot different."

WAR PAINT The black makeup used to create Maul's facial tattoos, called Reel Tattoo, is plastic rather than paint based, so it peels instead of running. "Even if you scraped it with your finger you couldn't take any off. It was pretty stressful, because around the neck I'd get this rash where I shaved."

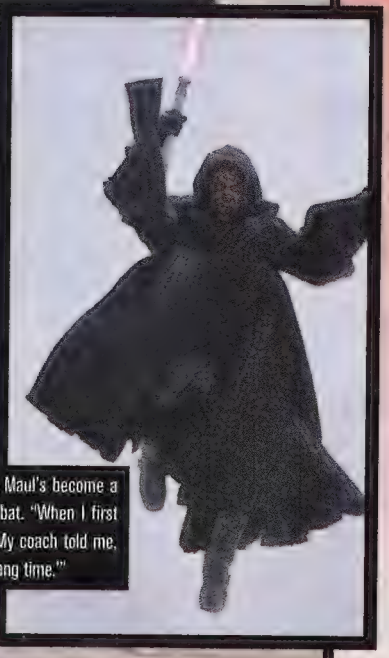
FORCE FIELD Maul effortlessly bends the Dark Side of the Force to aid him in battle, using it to invisibly repel objects and opponents. "That was me trying to do something original. It helped me not to repeat myself too much in my moves."

KOJAK Maul's head isn't shaved–members of his species are all hairless. "I had to shave my head every day for six months. I was a bit worried that if I shaved it that much it wouldn't grow back."

BAD IN BLACK Maul's decked out in basic black, which turned out to be pretty damn hot while filming in the 140-degree desert of Tunisia. "I lost a lot of weight on *Star Wars*, wearing those. It was really hot. I love the heat, though, so I loved it."

BLADE RUNNER According to Lucasfilm Vice President Steve Sansweet, the double-bladed lightsaber are two separate lightsabers cobbled together, joined by a control lock. "When my lightsaber split in two," Park says, "I thought, 'Yeah, this is cool!' It would have been even better if I'd been able to keep both halves."

HISTORY Darth Maul is one of the most highly trained apprentices in the long, deadly history of the Order of the Sith. With his amazing physical and tactical prowess, Maul obediently serves his master, Darth Sidious, knowing that his own time for eventual domination will come. Maul is one of only two living individuals to wield the ancient power of the Sith, a limitation of the ancient Order set down by the legendary Darth Bane.



FLYING CIRCUS A byproduct of his training in the Force, Maul's become a pretty acrobatic guy, kicking, tumbling and leaping in combat. "When I first started in the martial arts, the emphasis was how to jump. My coach told me, 'You've got to learn to fly like a butterfly, you need to have hang time.'"

MR. TOAD'S WILD RIDE

Ray Park's wild ride continues: He just got cast as the Toad in Bryan Singer's adaptation of "X-Men." If the film hits its targeted July 2000 opening, then the actor who played this summer's baddest villain will continue that trend next summer.

"It was a great bit of casting," says Marvel Films President and "X-Men" executive producer Avi Arad, who is unapologetic in his enthusiasm to see Ray Park onboard, mirroring the excitement of fandom at large. "It's my favorite subject. You cannot get hotter than he is right now. He really came out of 'Star Wars' as a very big name with a terrific following. He sort of stole the show there, didn't he? I think he's going to be one of these sideshows that turn into the centerpiece in our film. We love the fact that he's onboard, we're just absolutely elated."

Although the Toad is usually presented as Magneto's lackey, Arad maintains that Park's involvement virtually guarantees the character will become a much more serious threat. "The Toad is very physical, and Ray's going to be used very well," says Arad. "The Toad is sort of a punk in a way; he's sort of not serious, but his powers are serious. It's turning out to be a terrific role."

Nobody beats Ray Park in terms of fighting prowess, and given that he choreographed his own fights as Darth Maul, it seems likely he'll be utilizing those skills in "X-Men," as well. "Obviously actors bring in expertise, and I'm sure he'll be involved in the process," says Arad. "His actions are going to be pretty complex. A combination of Ray's physical abilities and CGI animation will bring the Toad to life in a whole new way. There's a unique texture to him, a unique look. You'll see; I think he's going to come off as a crowd favorite. With Ray onboard, I can virtually guarantee it." ■ SB

How tough was it wearing all that makeup?

Once I was in it, it wouldn't bother me that much, except maybe at lunchtime when I'd try catching some sleep. With the horns you couldn't lay down without ruining the couch or the bed. It would take about two hours to get into, about 45 minutes just getting it all off. Could've been longer, but I'd sometimes go home with some of it still on.

Did you like the way the movie turned out?

I've seen the movie six times now, so I must've liked it. I wouldn't sit through a movie that many times if I didn't. I enjoy it, because I see something different every time.

Were you a fan of the original trilogy?

Oh, yeah. My favorite character was Han Solo, because I think Harrison Ford's a great actor. You can relate to him, y'know? Even though I wanted to be Luke Skywalker, having the lightsaber and the powers, Han got to kiss Princess Leia. [*Smiles*] I can still watch them; even if I've seen them a hundred times I don't get bored. I don't know if the new movies will be like that, though. I don't know if they'll be the same.

You're obviously a far nicer guy than Darth Maul. Was it tough getting into character to play such a villainous S.O.B.?

Well, I have to admit, I have a bit of a dark side. I have a moody, dark side to me, especially when I'm hungry. Ask my girlfriend or my family and they'll tell you. I remembered, actually, when I was younger and people used to put me down because they didn't have confidence in me; I sort of put that into the character. And the cockiness, also, because when you're competing in Wu-Shu, you've got to have an arrogance and a flamboyance at the same time. I tried putting that into Darth Maul, as well.

How would you compare the Force to the martial arts?

In the Force, there's something there, and there isn't. The Chinese martial arts, they're very spiritual as well. They believe in their Masters' ghosts, and one time when I was at my Master's temple or shrine, it might sound a bit far-fetched, but I actually saw a few of the ancestral monks. I found out later the spirit was coming to give me a slap, telling me to wake up because I was slacking off a bit in one of my competitions. From then on, I started to believe a bit more in the spiritual side of things.

How would you compare your style of martial arts to Jackie Chan's?

There are similarities, because he trained in the Peking Opera, and in Wu-Shu we have Peking Opera style, as well. Jet Li also does Wu-Shu. It's very acrobatic, much like gymnastics, where you have high, explosive kicks, very flamboyant moves.

Do you hope to eventually work with Jackie Chan? And would you team up with him, or against?

That's a good question. [*Cocks his head, thinks a moment*] I'd love to do a fight against Jackie Chan because he's very good, and I feel that it'd bring out the best in me. He does a lot of tricks, and I'd like to learn them as well. I'd like to team up with Jet Li, also. Maybe beat up on Jean-Claude Van Damme.

How was working with Tim Burton on "Sleepy Hollow"?

Really cool. He's just a normal guy. Everybody seemed very down-to-earth. It was the same stunt coordinator as "Star Wars"; he brought me in to work on the fights with the Headless Horseman. It was cool, because I got to use an axe and a sword. There's a bit of a difference, it's a bit more meatier. It was flashier, a bit more prehistoric, which I like.

You haven't done many interviews since the film came out. Why is that?

I did some in England, but I've only done a few in America. I don't want to do too many, personally, because it becomes tiring after awhile. I'd like to keep some things exclusive and private.

Is it true this will be your last convention?

For now. Just for now. My last convention for the next couple months or so. I don't want to do any more big ones at the moment, because I want to go home and train. Maybe I'll do some later on in the year, but I don't want to get involved in the convention circuit. I don't want to be at every single one, because that's not my style. I don't want anybody to get sick of me being here. I enjoy doing it, but I want to do a select few.

Okay, who'd win in a fight: Darth Vader or Darth Maul?

[*No hesitation*] Me. Darth Vader could be the almighty and all that because he's the Chosen One, but when it comes to fighting...Darth Maul. [*Laughs*] Or me, rather. I'd take 'em both.

Los Angeles-based writer Scott Brick MAY be able to beat up Ewan McGregor's weaker, younger cousin's hamster.

CASTING call

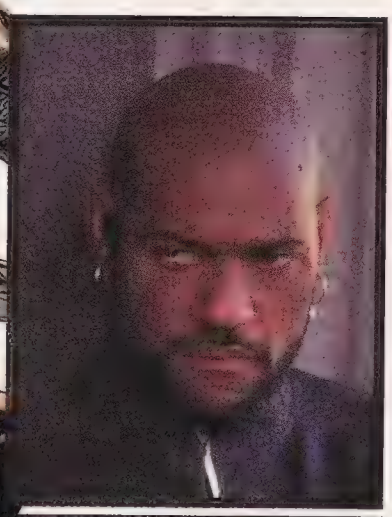
WIZARD casts the SPAWN 2 MOVIE!

BY A BUNCH OF WIZARD STAFFERS

Once is never enough.

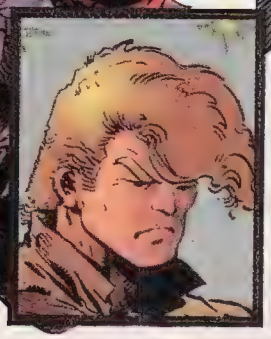
With the success of the original "Spawn" flick, talk of a sequel has pretty much become academic. Sure, everyone knows it's gonna happen. The only questions are: how, when and with who?

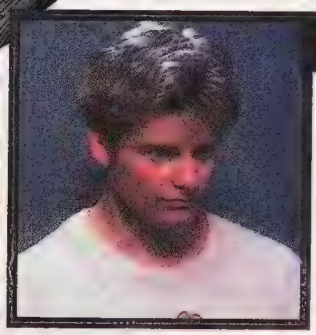
Now that ol' Spawny-guy's proven himself as a hot Hollywood commodity, it's time to up the stakes and bring in some A-list talent. Rumor has it Spawn creator and owner of balls Todd McFarlane has expressed interest in directing the sequel. Yeah, that's great, but c'mon, we'd rather see Ridley Scott ("Alien," "G.I. Jane") behind the camera for this one, along with another high-octane, techno soundtrack. And as for the cast, well, read on...



LAURENCE FISHBURNE as SPAWN

By the time the second movie comes around, Spawn is one burned-up, beat-to-hell (literally) mofo. Since the role's going to be mostly vocal, we'd call upon the deep and moving voice of Laurence Fishburne ("The Matrix"), who gets bonus points for looking a heckuva lot like Al Simmons if any flashback scenes are needed.





STEVE ZAHN as WHITE SPAWN

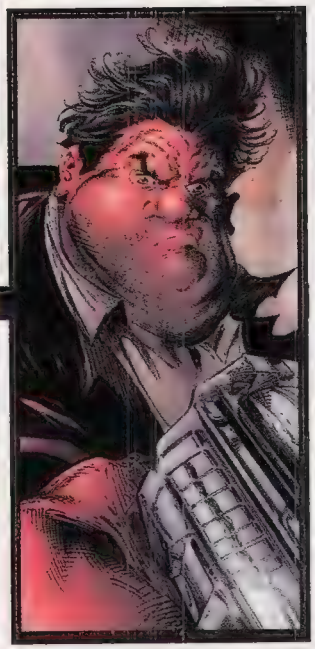
Just like in the comics, Spawn'll wanna turn normal and see his wife Wanda...but he'll only be able to turn white! Steve Zahn ("Out of Sight") is so Caucasian, he makes Wonder Bread look like split-top wheat bread. His mug in the Spawn suit would be worth the admission price alone.

ERIQ LA SALLE as TERRY FITZGERALD

Terry Fitzgerald's the best friend a hellspawn could have. He's also been known to bust a few asses from time to time. Eriq La Salle's shown us his mean side as Dr. Benton on "E.R.," but we're banking he can really flex his acting chops as good-guy Terry.

JIM BELUSHI as SAM

Judging by Jim Belushi's body of work ("K-9," "Taking Care of Business," must we go on?), it's pretty apparent that he doesn't turn many scripts down. With a strict jelly doughnut regimen, it shouldn't be any problem convincing him to play tub-of-goo private investigator Sam Burke.



GLORIA REUBEN as WANDA

Gloria Reuben's ("E.R.") got the part of the compassionate, womanly role model down cold. Sounds like Al's widow Wanda to us.

ASHLI ADAMS as CYAN

She's cute! She's young! She's precocious! She's the daughter of Spawn and designated scene stealer. Anyone who's watched Ashli Adams on TV's "The Parent 'Hood" has no doubt seen her exhibit the same qualities as li'l cutey Cyan Simmons.

MICHAEL JETER as TWITCH

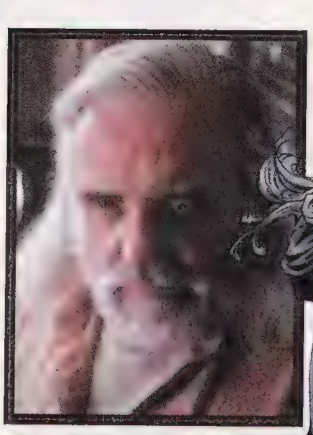
Michael Jeter ("Patch Adams") looks so much like private investigator Twitch Williams, it's downright scary. Stand him next to Sam and we'd have the making of the best buddy-cop movie since "Turner & Hooch"!

DAVID BOWIE as THE KEEPER

It's time for David Bowie to finally leave "Labyrinth" in the dust. With a couple of makeup and costume ch-ch-ch-changes, he'd fit right in as maniac "The Keeper."

LOUIE ANDERSON as BILLY KINCAID

Serial killers are a weird lot. Look at Billy Kincaid: fat as he is evil, this guy kills kids for fun. Comedian Louie Anderson ("Mr. Wrong") is no bean pole himself—he's just not evil and doesn't kill kids.



ANTHONY HOPKINS as COGLIOSTRO

Classing up the cast is Sir Anthony Hopkins ("Instinct") as Spawn's mentor, Cogliostro. He's got the age, he's got the wisdom and most importantly, he's got a cool English accent. As long as he doesn't show up on the set with a box of fava beans and a jug of Chianti, he'll be great.

BOBCAT GOLDTHWAIT as BOBBY & DWIGHT SCHULTZ as BOOTSY

The resident bums of Spawn Alley—Bobby and Bootsy—are a real couple of characters. Bobcat Goldthwait ("Hot to Trot") and Dwight Schultz ("Star Trek: The Next Generation") are a couple o' crazy characters themselves, so they'd have no problem filling these bums' dirty shoes.

MICHAEL JETER, DWIGHT SCHULTZ AND BOBCAT GOLDTHWAIT PHOTOS COURTESY OF FOTO FANTASIES. ASHLI ADAMS PHOTO © ANDREW ECCLES COURTESY OF FOTO FANTASIES. ALL OTHER PHOTOS COURTESY OF THE EVERETT COLLECTION

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INTO THE WOODS

'Blair Witch' casts terrifying sequel spell

Forget the frightening warnings. Horror fans want to return to the woods near Burkittsville, Maryland. And no one in Hollywood is blaming them.

"The Blair Witch Project," this summer's surprise low-budget hit about a trio of filmmakers who disappear in the woods near Burkittsville while trying to uncover the legend of the Blair Witch, has smashed expectations of what a horror film should be while setting box-office records. The film is so big, in fact, in some areas it's drawing even longer lines than the ones for "Star Wars: Episode I—The Phantom Menace," which was supposed to be *the* summer blockbuster to end all blockbusters.

But just because the film's three young filmmakers failed to return from the woods, don't think you won't see another trip take place to that same forest just outside Burkittsville.

Artisan, the company that released "Blair Witch," has already met with the film's two directors, **Ed Sanchez** and **Daniel Myrick**, about making further films concerning the legend. Nothing is set in stone at the moment, but the earliest a new movie could be out is 2001.

Some ideas being considered are telling the stories of earlier encounters with the witch (according to the film, the mythology behind the legend dates back to the 1600s) or making a direct sequel set after the events seen in the first film. But whatever shape the next movie takes, expect the unexpected. "The next 'Blair' film is going to be completely different" explains Robin Cowie, who served as co-producer on "The Blair Witch Project."

"Ed [Sanchez] and I have been talking. We've talked about a black-and-white film, a period piece. We've talked about a lot of different things. The one thing I can tell you is that it will be completely different [than the first film]."

Artisan may also take a different approach to the film's video release by getting it out as quickly as possible. It's also been rumored that Artisan is thinking of releasing the movie shortly before or after Halloween. And advance word is there'll be a special-edition DVD released a few months after the initial

PITCHING A TENT "Can someone please lend me a hand?"

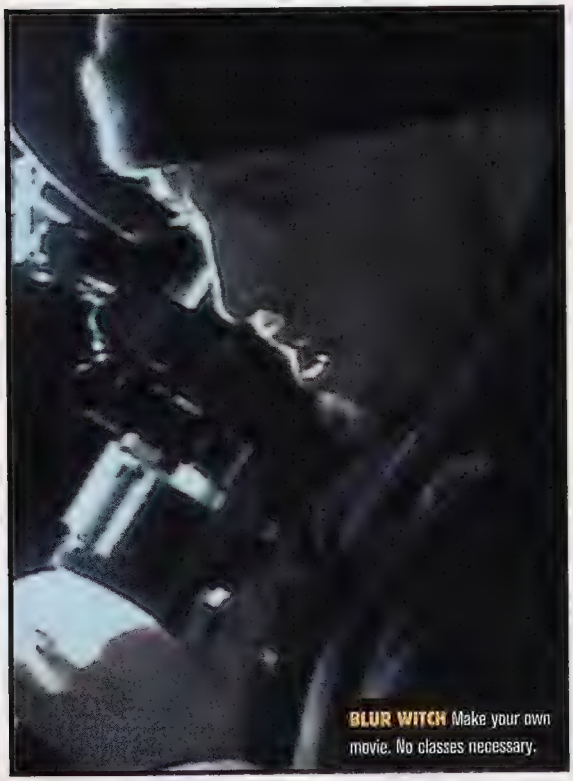
TEARS FOR FEAR "Whaddya mean I'm not in the sequel?"

BLAIR WITCH PROJECT PHOTOS COURTESY EVERETT COLLECTION, DOOM PHOTO BY PAUL SCHEALDI

video release. Some of the features on the special edition will include the filmmakers' commentary, behind-the-scenes footage, a fictional 'documentary' examining the legend of the witch and revelations of additional endings not used in the film's final cut.

If you're a fright junkie and can't wait for the video release or sequel, copies of Oni Press' "Blair Witch" comic book are still available. The one-shot dives into the history of past encounters with the witch and was created with the input of Myrick and Sanchez. "It was made with their full approval and they loved it," says Oni publisher Joe Nozemack. The first printing of 13,000 copies was snapped up before the film even hit theaters, and the demand has been so great Oni has gone back to the presses for an additional two more runs.

With fans clamoring for more horrific tales, Oni's begun planning for future Blair Witch comics. "They [the directors] were really happy with the way it turned out. I can't see it being a problem doing further work together," commented Nozemack. "If it's anything, it'll be about the legend of the Blair Witch. I don't think we'll ever do an ongoing series, but instead aim for a mini-series to start off, with or a series of one- or two-shots." ■ **PATRICK SAURIOL**



BLUR WITCH Make your own movie. No classes necessary.

LIGHTS... CAMERA... ACTION?

FRIGHTNIGHTS

Ten upcoming spooky flicks

With Halloween right around the corner, every true horror fan's looking to be scared witless by what Hollywood has to offer. Here's a look at 10 upcoming cinematic offerings sure to have viewers screaming for more:

SCREAM 2 COURTESY FOTO FANTASIES

SCREAM 3 ▶

Neve Campbell, Courteney Cox and David Arquette all return for the final Ghostface chapter, due for a Christmas '99 release. Sydney's moved to Hollywood as an actress, but that doesn't stop more killings from happening.

WHAT LIES BENEATH

Harrison Ford and Michelle Pfeiffer are a couple whose normal lives are interrupted when a ghostly apparition of a girl begins visiting their home. It's being directed by Robert Zemeckis ("Contact," "Back to the Future").

THE CROW 3: SALVATION

Resurrected by the power of the Crow shortly after being wrongly executed, Alex Corvis (Eric Mabius) seeks revenge. Scheduled for early 2000.

THE HOLLOW MAN

When a scientist (Kevin Bacon) uses his latest discovery to become invisible, he suspects his colleagues of plotting against him. Summer 2000.

THE MUMMY 2

Director/writer Stephen Sommers ("The Mummy") has signed to write and direct the sequel. Early reports see the Mummy in England facing his foes on their home turf.

RESIDENT EVIL

George Romero ("Night of the Living Dead") was fired off this video game-based film when his version was rejected by producers. A new script is currently being written.

END OF DAYS

Arnold Schwarzenegger's a burned out ex-cop turned elite security guard who must protect a young woman from becoming the bride of Satan. It opens November 24.

SLEEPY HOLLOW

Tim Burton's dark fantasy about a Headless Horseman terrorizing a small town in 18th-century America stars Johnny Depp, Christina Ricci and Christopher Walken. It opens November 19.

SCREAM IF YOU KNOW WHAT I DID LAST HALLOWEEN

If the title didn't clue you in, this one's a spoof of recent horror films with Keenan Ivory Wayans ("In Living Color") directing and Shannon Elizabeth ("American Pie") starring. It's expected sometime in 2000.

SEED OF CHUCKY

Jennifer Tilly and Brad Dourif get to play doll house in the next Chucky film as they decide to start their own family of little plastic psychopaths. Look for it possibly as early as Halloween 2000. ■ **PS**

WARRIOR PRINCESS

Neil Gaiman, Disney go anime

This ain't no "Beauty and the Beast."

In fact, with a PG-13 rating and nary a singing tea kettle in sight, Disney's "Princess Mononoke" stands to be the most mature animated feature released by the company to date. Originally released overseas in 1997, Hayao Miyazaki's historical fable of industry versus nature quickly became Japan's top-grossing film of all time.

But why should American audiences care? One reason: **Neil Gaiman**.

Gaiman, best known as the author of DC's critically acclaimed *Sandman* comic book series, is responsible for the English adaptation of the script. "Originally, Harvey Weinstein, the chairman of Miramax, approached Quentin Tarantino to do the adaptation," said Gaiman. "Quentin turned it down and recommended Harvey give it to me." Rather than send a video, Weinstein flew Gaiman to L.A. to see it for the first time on the big screen. "I was utterly impressed."

Scheduled for limited U.S. release October 29, 1999, the story focuses on the bloody conflict between the animal gods of the forests and the humans whose iron mining is steadily destroying their home. Prince Ashitaka, cursed by the horrible Boar-God, must make peace between the warring factions with the help of the feral girl San, a.k.a. Princess Mononoke, who ironically, is only referred to by her royal title in one scene.

CATCHING MONO Disney's latest venture features a PG-13 rating and Neil Gaiman.

American anime fans need not worry about the new release of "Mononoke" being recut or altered for U.S. audiences. "[The only difference in the U.S. release is] it's in English," says Gaiman. One of the conditions of the distribution deal between Disney and Miyazaki's Studio Ghibli is that nothing be edited out of the original movies.

The cast of "Mononoke" boasts the voices of such well-known actors as **Claire Danes**, **Minnie Driver**, **Billy Bob Thornton** and **Gillian Anderson**.

After immersing himself in what some say is Miyazaki's masterwork, has Neil Gaiman become an anime convert? "I'm still only a vague anime fan," said Gaiman with a smile. "But now I'm a huge Miyazaki fan." ■ **JENNIFER MOORE**

HELL OF A DEAL

'X-Men' writer signs five-picture deal with Dimension

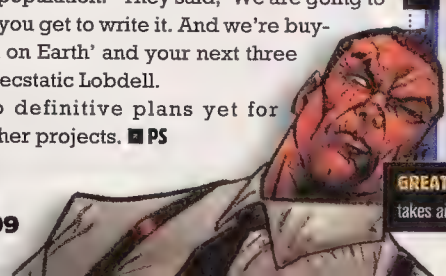
Is Hollywood ready for **Scott Lobdell**?

The answer is a resounding "Yes!", as evidenced by the five-picture, first-look development deal Lobdell just signed with Dimension Films, a division of Miramax Films.

Lobdell (*X-Men* and *Fantastic Four*) has inked a colossal deal with Dimension on his and artist Adam Pollina's creator-owned project *Hellhole*, the story of a secret police force protecting Earth from alien supernatural beings.

The movie will be produced by Quentin Tarantino's production company, A Band Apart. No production or release date has been set yet. Dimension also grabbed "The Last Man on Earth," a romantic comedy about an Adam Sandler-type guy who's suddenly the only choice left for the female population. "They said, 'We are going to buy Hellhole and you get to write it. And we're buying 'The Last Man on Earth' and your next three movies,'" said an ecstatic Lobdell.

There are no definitive plans yet for Lobdell's three other projects. ■ **PS**



GREAT SCOTT Lobdell's "Hellhole" takes aim at the big screen.

VIDPICK

LIGHTS, CAMERA, ACTION?

THE LOST BOYS

(1987, R)

KEY PLAYERS Jason Patric, Corey Haim, Corey Feldman, Kiefer Sutherland, Jami Gertz

THE DOPE Before the two Coreys wormed their way into The Eternal Book of Annoyances and vampire movies really blew, there was this killer diddy about a pair of teen brothers in Santa Carla, Calif., the "murder capital of the world." Yep, stinkin', blood-sucking vampires. Not only do you see Kiefer Sutherland as a kick-ass, neo-Gothic vampire and Jami Gertz as a seductive vampiress, but you'll see Jason Patric eat maggots and worms! Cool!

COMIC CONNECTION Throughout the film, Corey Haim visits a comic shop talking about stuff like *Batman* #14, Superman, Lori Lemaris and red Kryptonite. You can also see copies of Robotech on display, as well as a poster hyping *The Dark Knight Returns*.

PHOTO BY PAUL SCHRADI

X-MEN MOVIE WATCH

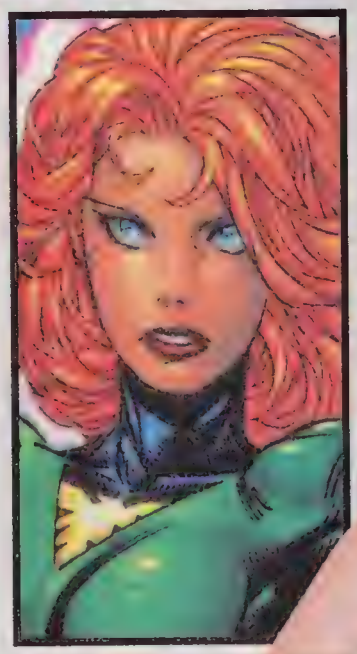
THE HOLLYWOOD MUTANT SCENE

FAMKE TURNS GREY

Famke Janssen ("GoldenEye") rounds out the X-Women cast, as the actress has signed on to play the mutant telepath Jean Grey in 20th Century Fox's live-action "X-Men" movie. Early reports indicate that Jean's part has been beefed up to include the role of the team's scientist. That leaves just Cyclops as the lone X-Member yet to be cast. Last month, *Wizard* mistakenly reported that **Jim Caviezel** ("The Thin Red Line") was a lock to play Cyclops, but apparently no papers have been signed yet. As of press time, Cyclops' role still has not been cast.

Meanwhile, while director Bryan Singer and his team have set up shop in Toronto, Canada, screenwriter **Joss Whedon** ("Buffy the Vampire Slayer") was called in to perform a quick rewrite on the script. Among the notes Whedon reportedly gave to Fox was a plea to keep a scene featuring the Danger Room in the film. Word has it Fox was antsy about including the Danger Room in the film because the set would prove too costly to create. Whether Whedon's request has been accepted by Fox remains unknown.

But the biggest news, however, was Fox's decision to push up the release date of "X-Men" from the fall/winter of 2000 to sometime in July 2000.



FAMKE JANSSEN © ANDREW ECCLES/AUTOPLANE

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Three student filmmakers disappear after sitting on a beach and videotaping broads with big cans for two hours.

9) THERE'S SWAMP THING ABOUT MARY
Ben Stiller and Matt Dillon chase the girl of their dreams...but what's with those tubers on her back?

8) THE WILD, WILD WEST COAST AVENGERS
Ultron builds a giant, mechanical spider that goes on a rampage and kills the West Coast Avengers because the West Coast Avengers suck. The end.

7) THE NUTTY PROFESSOR X
Professor X takes an experimental hair-growth drug and turns into a big, fat, black guy.

6) 10 THINGS I HATE ABOUT U-FOES
Can the lovable Ironclad take the gal of his dreams to the prom without crushing her into a bloody pulp with his enormous, unfeeling, metallic hands?

5) THE THIN RED TORNADO
During World War II, Red Tornado swims with half-naked island children. Later fired by JLA.

4) HOW STARRO GOT HIS GROOVE BACK
A depressed Star Conqueror goes on vacation and falls in love with a Jamaican lad young enough to be his son (Whoopi Goldberg cameo).

3) FRIED GREEN LANTERN TOMATOES
A lonely Southern woman realizes life starts at 80 when she stumbles across the most powerful weapon in the universe.

2) BRIGHT LIGHTS, ASTRO CITY
An innocent kid moves to the city, hits it big and spirals into the depths of urban night life, is later stepped on and crushed by a giant robot.

1) DO THE RIGHT MAN-THING
Tempers flare at the local pizzeria when calzones burn at the touch of the Man-Thing.

SOMETHING TO CROW ABOUT

Third 'Crow' film set to fly in 2000

Life sucks. And apparently, so does death. Just ask Alex Corvis.

He's been accused of a murder he didn't commit, executed for the same crime, returned from the grave to solve the mystery of who framed him, and now has to convince Erin Randall, the sister of the woman he supposedly murdered, to help him.

Welcome to "The Crow: Salvation," the third feature film in the gothic franchise based on James O'Barr's classic comic book series. And according to Jeff Conner, vice president of publishing for Pressman Films, this "Crow" is much more rooted in a recognizable reality.

"The first two films were like living comic books, whereas this one is hyperrealized," he said. "This one is more of a mystery. The lead was wrongly executed by the government and has to essentially fight City Hall when he returns. He has to solve this conspiracy of who set him up."

The latest man to don the familiar white makeup is **Eric Mabius** ("Cruel Intentions"), with Bharat Nalluri ("Killing Time") directing and **Kirsten Dunst** ("Dick") playing Erin Randall.

"I don't think there is any one thing that drew me to the part of Erin," said Dunst. "I think it was a combination of a great storyline with a mystical aspect. Erin is such a strong character, I really got to kick butt, which is something I never get to do."

No release date has been set for the Dimension Films project which wrapped production back in May. But the studio hopes to see the newest Crow fly sometime in 2000. ■ **JOHN ROBINSON**

TO DIE FOR Heck, we'd slap on some white makeup to hang around Kirsten Dunst!

KIRSTEN DUNST © SAM JONES/OUTLINE

FINAL COUNTDOWN

Video game 'Fantasy'

Fantasy becomes reality next millennium, as the highly anticipated "Final Fantasy" film heads to the big screen.

Square Co., Ltd.—creators of the insanely popular *Final Fantasy* series of video games—recently struck a deal with the Sony-owned Columbia Pictures to distribute. Directed by Hironobu Sakaguchi, president of Square USA and producer of every *Final Fantasy* console game, the fully digitized, computer-generated film could be the most ambitious animated project of all time. While the movie, scripted by Al Reinert ("Apollo 13"), won't feature any familiar characters from the games, it'll be set in 2065 on a high-tech earth where science has analyzed life as a form of energy.

Shooting has already begun in Honolulu, with several top actors, including **Alec Baldwin**, **James Woods**, **Steve Buscemi**, **Ving Rhames**, **Donald Sutherland**, **Peri Gilpin** and **Ming-Na Wen** signed on to lend their voices. A number of Disney animators and the CG director responsible for the famed sequences in the *Tekken* video game series are also on board. Square projects a summer 2001 release for "Final Fantasy: The Movie." ■ **DAN DiGIACOMO**

TRAILERS

NINJAK

SPIDEY UPDATE Word on the street is that screenwriter David Koepp ("The Lost World: Jurassic Park") is about halfway through writing his "Spider-Man" movie screenplay for Sony Pictures. He's basing it on the earlier James Cameron 'scriptment' that had Spidey face off against two superpowered bad guys.

RED SABLE? Rena Mero, a.k.a. ex-WWF wrestler and Playboy model Sable, is rumored to be in negotiations with none other than KISS frontsman Gene Simmons about starring in a new "Red Sonja" movie. No, really.

PLUG INTO THE MATRIX Warner Home Video recently released "The Matrix" on VHS, but if you really want to plug into the Matrix, check out the DVD. Besides including Steve Skroce and Geof Darrow's storyboards and conceptual art, the disc features audio commentaries, behind-the-scenes footage and a special webcast with the stars of the film held in late October that's accessible if you have DVD-compatible drives in your computer.

UNDER THE BLADE The script for "Blade 2" is done and the search is on for a director, screenwriter and executive producer David Goyer tells us. He's also writing another script for Columbia based on the Harlan Ellison short story "Phoenix Without Ashes," and recently, Columbia Pictures re-purchased the rights to the "Doctor Strange" movie script he wrote about four years ago.

JURASSIC HAT TRICK "Jurassic Park 3" moved into advanced development when Universal hired director Joe Johnston ("The Rocketeer") and screenwriter Craig Rosenberg. Steven Spielberg and author Michael Crichton will serve as producers. The studio plans to begin active production early next year.

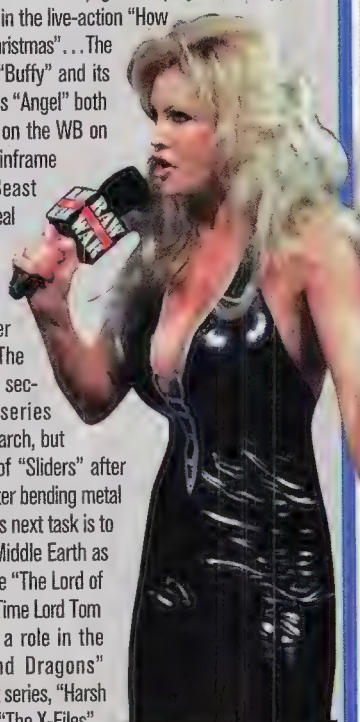
DINO MIGHT Spielberg sequel has teeth.

DINO PHOTO COURTESY OF EVERETT COLLECTION

ACCLAIM-ED FILMS Acclaim Comics has three movie projects in the works. Producer Barry Levine hired screenwriters Paul Aaron and Michael Henry Brown to write the script for "Shadowman," due sometime this early fall. Levine's also looking for a screenwriter for "Magnus: Robot Fighter." Meanwhile director Paul Anderson ("Mortal Kombat") is putting together a "Ninjak" movie with Robin Shou ("Mortal Kombat") attached to play the cyber-ninja.

MORE MEN IN BLACK? After two years of no development, Sony Pictures hired a screenwriter to begin writing a sequel to its 1997 blockbuster "Men in Black." Robert Gordon ("Addicted to Love") is busy hammering out a draft but so far neither stars Tommy Lee Jones or Will Smith or director Barry Sonnenfeld have agreed to work on the sequel.

SHORT TAKES Disney's upcoming "Mission to Mars" will feature a guest appearance of Mike Wieringo and Todd Dezago's *Tellos* #1 comic, as Jerry O'Connell's character in the film is reportedly a big comic book fan...Verne Troyer (Mini-Me in "Austin Powers 2") gets to play a Who opposite Jim Carrey's Grinch in the live-action "How the Grinch Stole Christmas"...The new season of "Buffy" and its spinoff series "Angel" both premiere on the WB on Oct. 5...Mainframe Entertainment ("Beast Machines") inked a deal with comic creator Jill Thompson to develop a CGI TV and direct-to-video series based on her *Scary Godmother* series...The Sci-Fi Channel has ordered a second season of its hit series "Farscape" for airing next March, but won't order more episodes of "Sliders" after the current season ends...After bending metal in "X-Men", Sir Ian McKellen's next task is to wield magic in the lands of Middle Earth as the wizard Gandalf in all three "The Lord of the Rings" movies...Former Time Lord Tom Baker ("Dr. Who") landed a role in the upcoming "Dungeons and Dragons" movie...Chris Carter's latest series, "Harsh Realm," debuts Oct. 8, while "The X-Files" premieres Oct. 31. ■ **PS**



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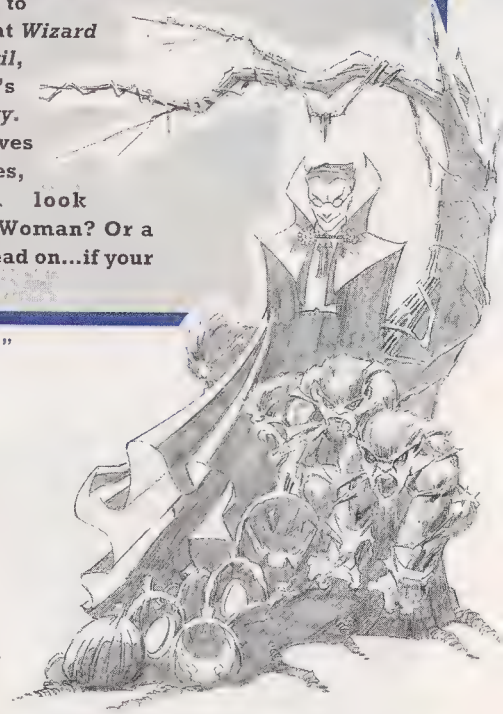
BASIC TRAINING

THIS MONTH'S SPECIAL INSTRUCTOR

SCOTT McDANIEL SHOWS YOU

HOW TO MAKE YOUR CHARACTERS SPOOKY

Boo! Heh heh heh. Welcome, my young, innocent, friends, to my spookerific "Basic Training"! The grinning ghouls at *Wizard* thought my experience as penciler on Marvel's *Daredevil*, *Elektra* (the mini-series) and *Green Goblin*, as well as my work on DC's *Nightwing*, gave me a broken leg up on making characters look *spooky*. Well, if your character's a vampire, werewolf or other monster, or lives in a graveyard full of jack-o'-lanterns and vine-covered, dead trees, then you should have no problem making him look spooky! But what if your character's Plastic Man? Or Wonder Woman? Or a 6-month-old baby? Can you make *those* characters look spooky? Read on...if your heart can take it!

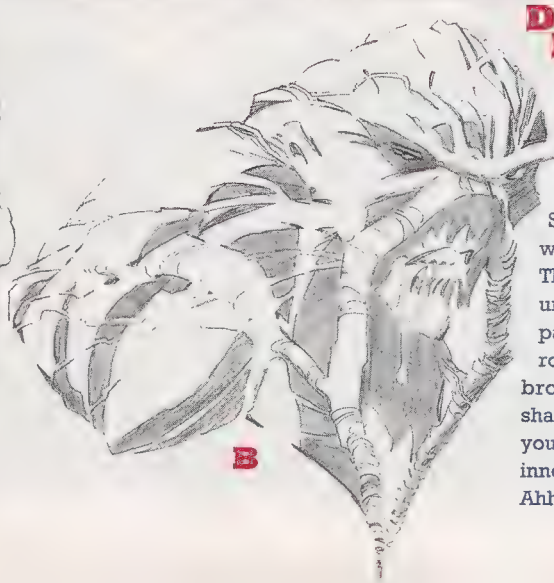


What exactly do we mean when we say "make your characters *spooky*?" My *American Heritage Dictionary* reads:

SPOOKY:	Ghostly; eerie; unnatural
GHOSTLY:	Pertaining to or resembling a ghost, wraith, or apparition; spectral
EERIE:	Inspiring fear or dread without being openly threatening; peculiarly unsettling; weird
UNNATURAL:	Violating natural law; artificial; outrageously violating natural feelings

And that's the rub—our character must inspire fear without flagrant violence or threat while exuding a sense of "something isn't quite right." Simple? Heh heh heh. Well, enough definitions already. Let's get to it!

A



B

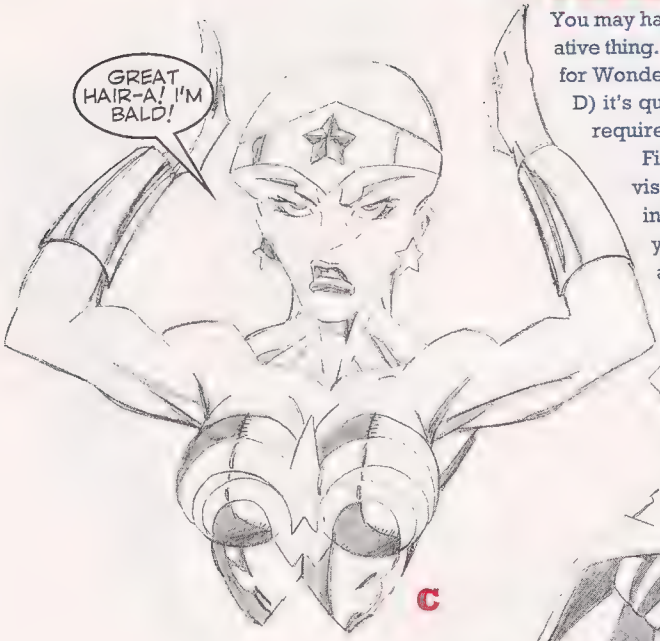
DUELING DROOLERS

Let's face it, some of us are just scarier-looking than others! Consider our first two Guinea pigs: a bouncing baby boy (fig. A) and Swamp Thing (fig. B). Without a doubt, Swampy is the clammy-hands-down winner of this spooky race. Why? There's nothing ghostly, eerie, and/or unnatural about our little slobbering pal. Swampy, on the other hand, sports roots on his mossy skin, a protruding brow ridge, a monstrous nose, a misshapen human form, etc. Does this mean you can't make a character as sweet and innocent as this little baby look spooky? Ahhhhh, read on. Read on...

PLAN A HEAD

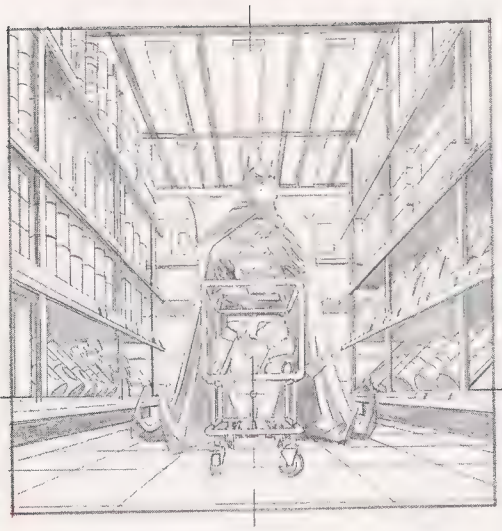
You may have already guessed that being "spooky" can be a relative thing. Having an enormous, green, bald head may be spooky for Wonder Woman (fig. C), but for the Martian Manhunter (fig. D) it's quite natural. So how do we approach the matter if the requirements for each character are different?

First, identify what the character *is*, both emotionally and visually. Then, consider ways of adjusting that emotion into what the character *is not*. In other words, do what you gotta do to make that particular character move in an unnatural direction.



C

D



E

F

GROSSERY STORE

In my opinion, the best art excites an emotional response in the viewer. Think of the "atmosphere" as both a physical and a psychological environment.

Put Batman in a grocery store lit to 1,000 foot-candles (fig. E), and he's just another soccer mom picking up Crocky-O's for breakfast. But drop the lights to 2 foot-candles and creatively design the racks (fig. F), and he becomes the familiar dread of every lawbreaker this side of the Gotham River.

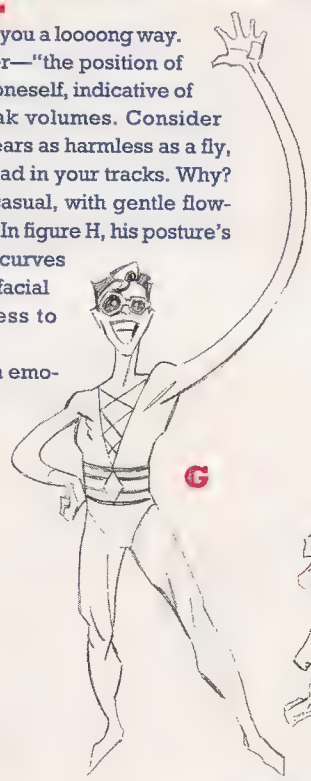
In figure E, the shot is squarely framed by the border (the horizon line is parallel with the horizontal border lines, and all the vertical lines are parallel too). One-point perspective was used to clearly render the location in full light. In figure F, the shot is rotated inside the border (although the center vanishing point is in the exact same location as before). Curvilinear perspective was used to give the background some energy. The racks were made higher to give the aisle a more closed-in feeling. Concealing shadows and fog have been cast, and the light significantly reduced.

Concealment—whether through shadows, cape, armor or whatever— works wonders to create that sense of unknown threat.

BAD ATTITUDE

In this business, attitude can take you a loooong way. Use the *attitude* of your character—"the position of the body or manner of carrying oneself, indicative of a mood or condition"—to speak volumes. Consider Plastic Man! In figure G, he appears as harmless as a fly, but in figure H, he'll stop you dead in your tracks. Why? In figure G, his posture's very casual, with gentle flowing curves and friendly gestures. In figure H, his posture's very unusual, his form a mix of curves and angles, and his gesture and facial expression suggest a readiness to deliver an imminent threat.

Let the attitude carry as much emotional punch as you can!



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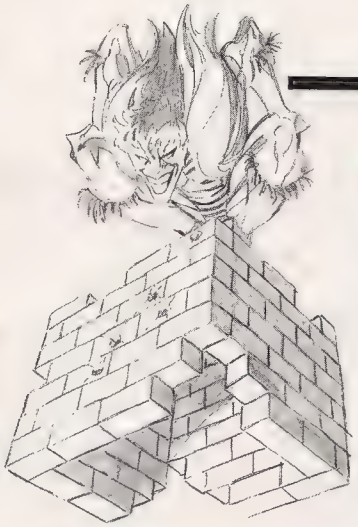

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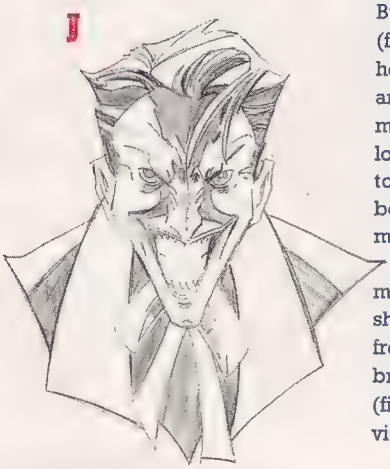


GO NUTS

A corollary to "Attitude": Remember to take your creative license with you and exaggerate, exaggerate, exaggerate! While the best art is founded on a sound interpretation of reality, we don't have to be limited by that physical reality! Push the envelope to get the unnatural physicality needed to send your character deep into spooky land.

Take the Creeper and the Joker. Rendered within the realm of reality (fig. I), these guys could pass for a couple of accountants. Well, maybe not. But rendered with a little artistic flair (fig. J) and *voila*, instant weirdo! Notice how the sharpening of the Joker's eyes and nose, as well as exaggerating his mouth and hair, bring him back to loony land. Look at how the weird, contorted positioning of the Creeper's body as well as the exaggeration of his mouth bring him back to life as well!

And lastly, notice the effect of a more organic rendering on the brick shaft under the Creeper. Using a more free-handed-style line, omitting a few bricks, and adding some weathering (fig. J) makes the picture much more visually interesting.

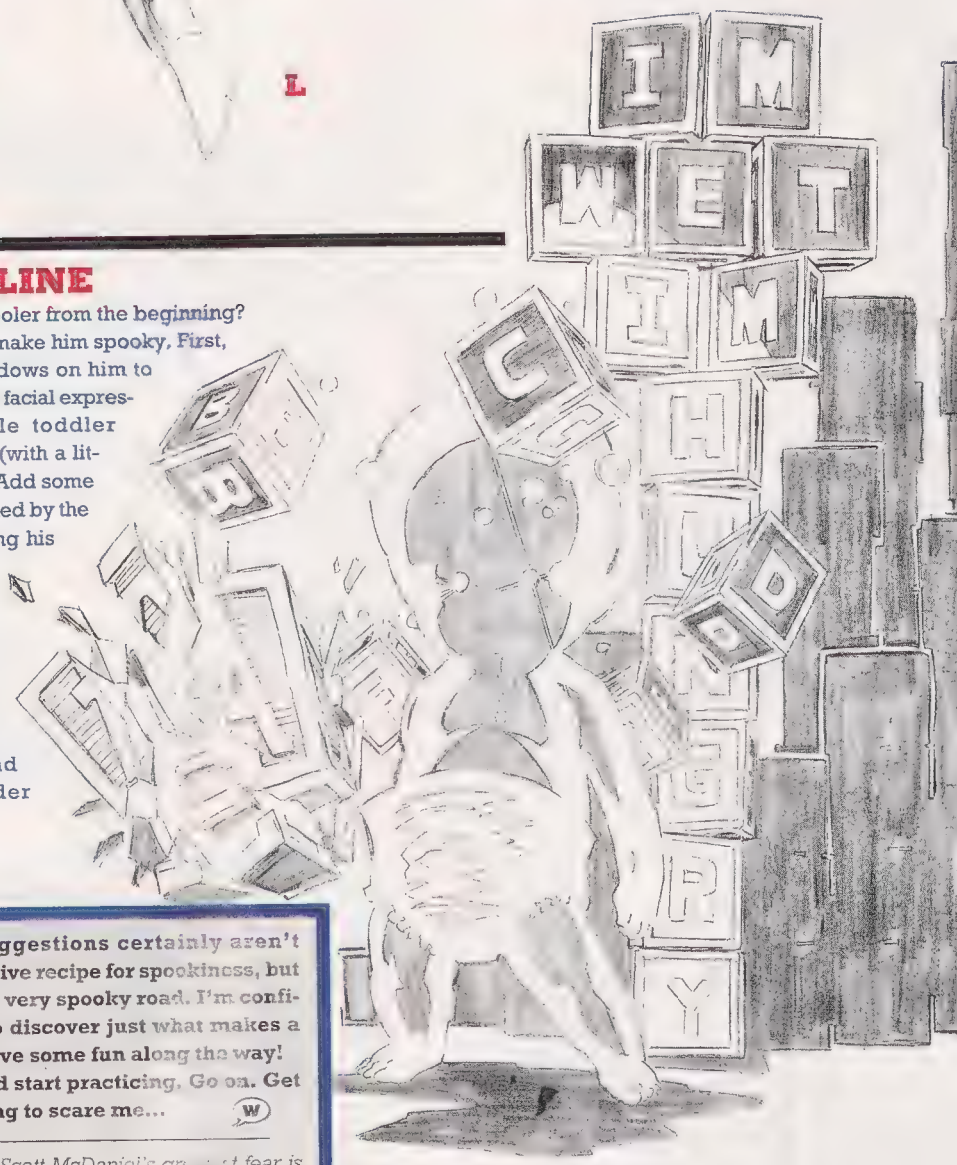
WHAT'S YOUR ANGLE?

Fundamentally, the human body is composed of rounded forms and curved surfaces. Adding angles onto structures that are expected to be curved introduces an unnatural quality. Wonder Woman's pretty curvaceous in her own right (fig. K), but by introducing some angles, we create an edge of unnaturalness in her, making her appear more dangerous (fig. L). In fig. K, the roundness and softness of her form and hair implies a softness of character. In fig. L, the angled, segmented nature of her form and hair implies an edge and sharpness of character.

Look back at Plastic Man and notice how adding angles to his form implies some internal (mental) stress that's somehow deforming his body. And that's disturbing enough to be spooky!

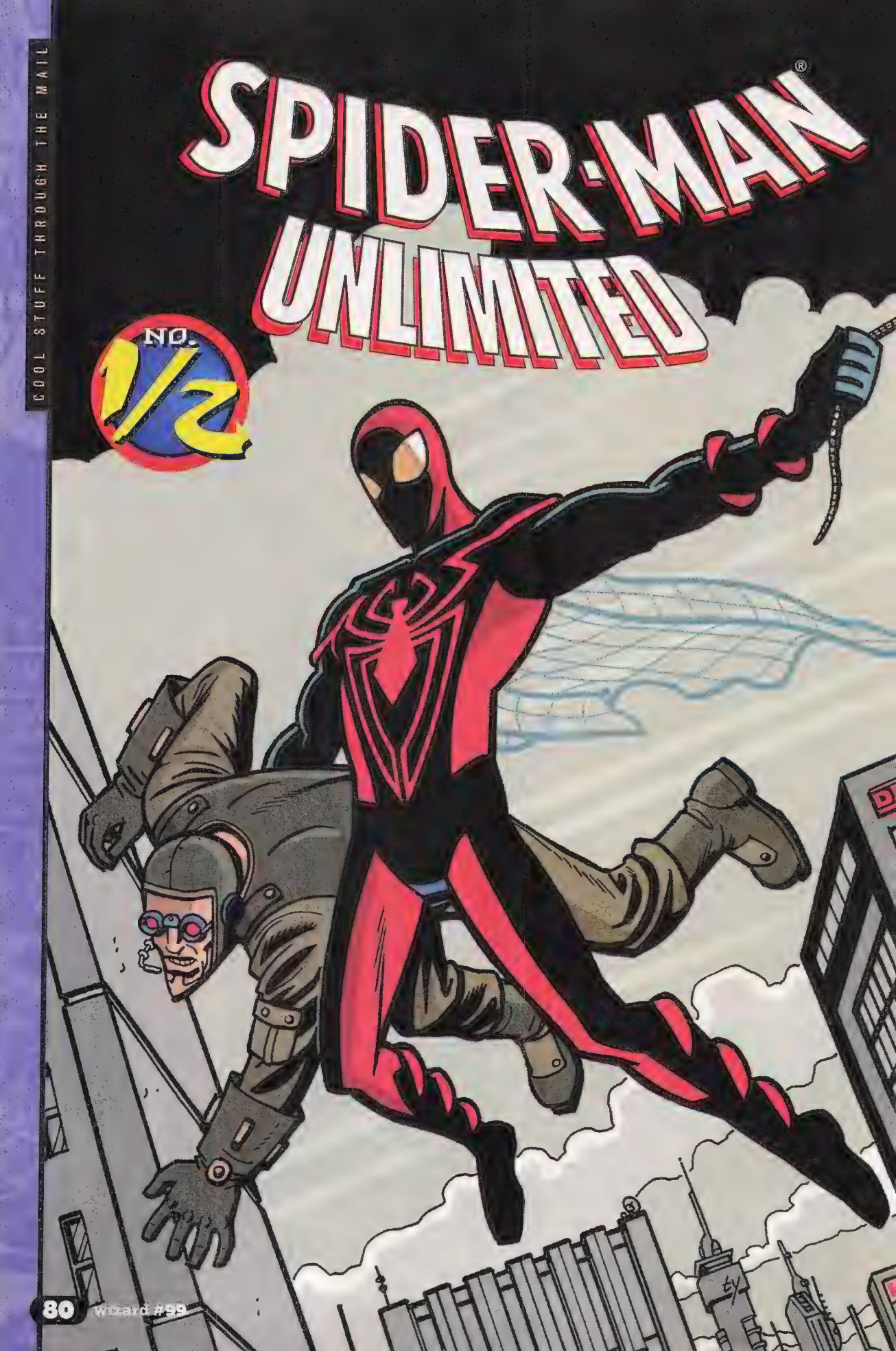
END OF THE LINE

Remember that cute little drooler from the beginning? It's a piece of rotten cake to make him spooky. First, throw some concealing shadows on him to make the viewer unsure of his facial expression. Next, have the little toddler unexpectedly stand upright (with a little attitude in that posture!). Add some unnatural mental abilities—cued by the little energy dots surrounding his exaggerated head, by the block being pulled apart and by the stacked blocks—to tell us what he's thinking. Finally, add more silhouetted towers of blocks to the shot, implying that he's been a busy little boy. And making the viewer wonder what's spelled out there!



Well now, all these suggestions certainly aren't intended to be an exhaustive recipe for spookiness, but rather a first step down a very spooky road. I'm confident you can continue to discover just what makes a character spooky and have some fun along the way! Now go grab a pencil and start practicing. Go on. Get outta here. You're starting to scare me... W

Though scared to admit it, Scott McDaniel's gr[illegible]t fear is that they'll stop showing reruns of "Saved By t[illegible]ell." To check out his spookerific work on a monthly basis grab a hold of DC's Nightwing, *or* Batman *starting in Jan[illegible]*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NO. 1/2

The NEW Spider-Man!

Based on the hot new TV series "Spider-Man Unlimited," The Web-Slinger must travel to a mysterious new world: Counter-Earth! It's Spidey as you've never seen him before! The only way you can be a part of this new adventure is to fill out the coupon, enclose $3 and mail this sucker in today! (Buy one for your Counter-Earth self and maybe you'll find out how much better your life is over there.)

"'Spider-Man Unlimited' spins a fun, new take on Marvel's greatest character!" -Wizard

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No reproductions of this coupon will be accepted. This coupon must be sent in the accompanying envelope. With this coupon, you can order two comics. You may put additional coupons in the same envelope. Remit by check or money order only. Canadian orders remit $4 per copy, other foreign orders remit $6 per copy. All payment must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Entertainment. Offer good only while supply lasts. Please allow eight to 12 weeks from date of expiration for delivery. Changes of address will not be forwarded unless Wizard Entertainment is notified in writing by December 23, 1999. If you move to Counter-Earth, let us know even sooner.

THIS OFFER EXPIRES DECEMBER 23, 1999

FOXX presents

WHEN SUPER PETS GO BAD!

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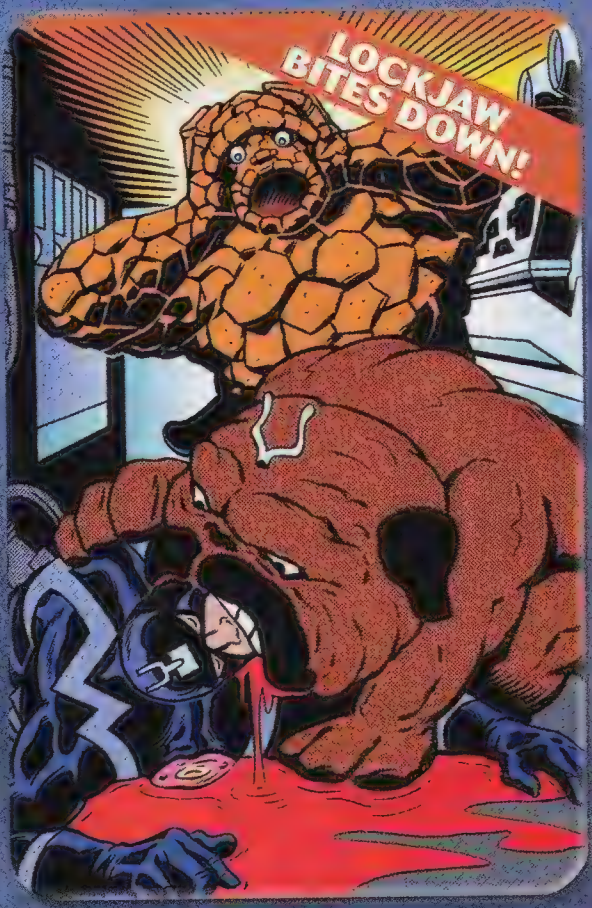


HALLOWEEN

Sunday, OCTOBER 31

at **8 PM** only on **FOXX!**

Check local times and listings

TV PG

PARODY

Drawing Board

Who needs the pros? This is the showcase for WIZARD READERS' ART

Feelings are the prevalent theme to this month's "Drawing Board" entries, but we're not talkin' about smiles and sunshine. The feelings we're speaking of gravitate towards the heebie-jeebies. There's a definite gritty edge to three of the four entries, (with a bit of levity thrown in on the fourth to keep you from getting too freaked out), especially from our grand-prize winner, Dan Harding of Alden, Pa. Dan rendered an amazingly dark vision of Medieval Spawn battling the Malebolgia to the death. For his first-place entry, Dan takes home a choice of either the classic Captain America or the modern Captain America full statue, signed by Randy Bowen. Thanks for all the great artwork, and keep flooding us with your stuff. Until next month, keep your pencils sharp, your brushes clean and your colors vivid.

GRAND-PRIZE WINNER

THIS ONE CAUGHT OUR EYE

MEDIEVAL SPAWN VS. MALEBOLGIA

Dan Harding
Alden, Pa.

THE BOOTY

BATMAN'S HOMECOMING

Mark A. Perone
Rockford, Ill.

JUNIOR LEAGUE OF AMERICA

Sean Izaakse
Southdale, SOUTH AFRICA

SUPER '70s FLASHBACK: POWER MAN & IRON FIST

Joachim Gmoser
Fort Erie, Ontario, CANADA

HEY! BE IN WIZARD!

Want your art to appear in future issues of *Wizard*? Think you've got what it takes? (Quality *and* originality count, y'know.) Hey, it worked for pros like Jeff Matsuda and Leinil Francis Yu, who went on to stardom! Then send your "Drawing Board" entries to:

SUBMIT

"Drawing Board"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

And follow these rules or else: Use any form of unlined paper or posterboard (no larger than 8 inches by 11 1/4 inches) and any medium (oils, crayon, mustard, etc.—but not neon inks). Put your name, full address and TELEPHONE NUMBER on the back of your piece, and mail it flat to avoid damage. **You must also include a color photo of yourself.** All entries are non-returnable and become the property of Wizard Entertainment. Employees of Wizard Entertainment are the sole judges of the contests, and all decisions are final. Got it? All right, good luck!

TOY CHEST

THE RETURN OF MARVEL TOYS

Think Marvel toys are dead? Guess again, buddy.

Toy Biz recently unveiled a whole slew of new toys from the House of Ideas, leading off with a new line of MC2 action figures. Based on the sleeper-hit line of comics, this four-figure assortment is being made in conjunction with Diamond Comic Distributors and will include some of the hottest female characters around—**Spider-Girl**, **Wild Thing**, **American Dream** and **Stinger**.

Also on the way this fall from Diamond is the Marvel History Modern Age assortment, which will include **Black Bolt**, **Shang Chi**, **Captain Britain** and **Wolverine**. Not enough? Howabout another round of Famous Covers dolls, with Wolverine, **Sabretooth**, **Gambit** and **Jean Grey**? And by the end of the year, Toy Biz will roll out a brand-new line of Avengers toys based on the new cartoon series. The line-up includes Wasp, Falcon, Captain America, Ant-Man, Hawkeye, Vision, Tigra, Wonder Man, Ultron and an all-new, all-different Kang!

BABE FEST Toy Biz and Diamond team up for the new MC2 line, which includes Spider-Girl and Wild Thing.

PHOTOS BY PAUL SCHRALLE

BY TOM PALMER JR.

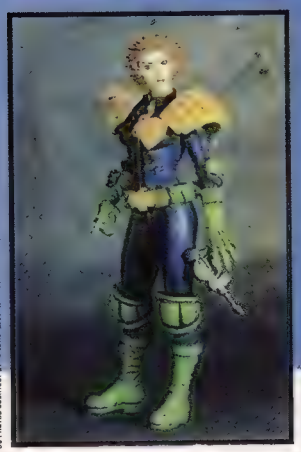
Spaaace Ghoost...Sleepy Hollow...and drunk Canadians toys???

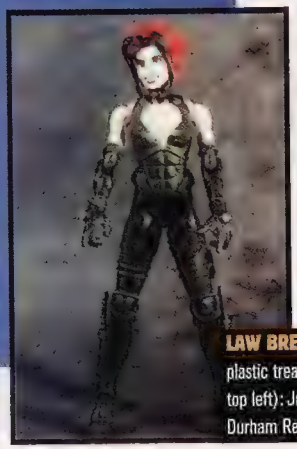
DC-ARAMA

Hankerin' for some new DC toys? Well, salvation is on the way this fall thanks to Hasbro. After the success of last year's JLA boxed sets, two more gatherings of the DCU's most powerful heroes and villains are on the way through Diamond Comic Distributors. First up is Lex Luthor, the Joker, Zauriel, Superman and Martian Manhunter, while the second set will include Impulse, Superboy, Robin, Hologram Aquaman and Hologram Martian Manhunter. Both sets will carry a price tag of $45.

Also on the way this fall is a Superboy vs. King Shark two-pack available through the HasbroCollectors.com Website and a 12-inch Aquaman figure available at Kay-Bee stores.

HEROIC PROPORTIONS It's a DC toy bonanza! (from left): Superboy vs. King Shark, 12-inch Aquaman and JLA villian and hero boxed sets.





DREDD-FULL TOYS

"I am the law!" After the forgettable Sylvester Stallone "Judge Dredd" flick, who would have thought that there'd be another chance at toys of the future's toughest lawgiver? Re: Action Figures will release a full line of 6-inch action figures based on characters from the long-running *2000 A.D.* anthology—including Dredd and company—by the end of the year. First up is Dredd, Judge Anderson and Judge Death as well as a pair of two packs pairing Slaine the horned god with Ukko the dwarf and Strontium Dog's Johnny Alpha with Durham Red.

LAW BREAKERS Judge Dredd and pals get the plastic treatment this fall. Look for (clockwise from top left): Judge Death, Judge Dredd, Slaine, Durham Red, Johnny Alpha and Judge Anderson.

DC PHOTOS COURTESY OF HASBRO 2000 AD PHOTOS COURTESY OF RE-ACTION FIGURES

BEER AND TOYS

Toys are cool, eh?

Thanks to McFarlane Toys, Canadians will finally be able to hold plastic replicas of their favorite TV and movie stars (when they're not swilling beer and playing hockey, of course). That's right, Bob and Doug McKenzie will make their triumphant action figure debut next spring! The brothers will be sold separately along with one half of their signature "Great White North" backdrop set. Buy both figures and put 'em together for a nifty li'l diorama.

And if that's not enough Canadian fun for you toy fans, McFarlane will also be producing action figures of the Hanson Brothers, that hockey-playing trio from the classic '70s flick "Slapshot."

COOL, EH? McFarlane goes to the Great White North with Bob and Doug McKenzie action figures.

SPACE-OUT

Move over Jay Leno! Take a hike, Letterman! Space Ghost, star of the Cartoon Network's "Space Ghost: Coast to Coast" talk show, is flying into toy stores this fall thanks to ToyCom. This 6-inch figure has a whopping 14 points of articulation and interchangeable hands (so he can punch out bad guys or interview guests) and a special desk and chair to recreate his talk show set. And the niftiest feature of all is his ball-jointed neck—it allows him to tilt his head and adopt a realistic flying pose. Neat-o!

SPACE HOST ToyCom's new Space Ghost figure is equipped to knock out bad guys and interview 'em too.

HOMEMADE HEROES OF THE MONTH

THE BEST OF FAN-MADE ACTION FIGURES

LUKE CAGE

Mike Carter,
Los Angeles, Calif.

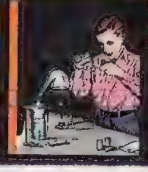
Disco ain't dead, baby!

Swingin' '70s icon and hero for hire Luke Cage was made by Mike out of a Toy Biz Blacklash figure with the head of Grey Gargoyle. For all his efforts, Mike walks away with a Black Panther mini-bust signed by Randy Bowen. Thanks to Bowen Designs for sponsoring this month's contest.

Prize supplied by Bowen Designs. Those guys are the cat's meow!

Hey!

Do you want in on the fun? To enter the homemade figure contest, send at least TWO well-lit, clear, color photographs (No Polaroids, and put 'em in cool or funny poses!), along with your name, address, a DETAILED DESCRIPTION of how you created your figure, your full phone number (including area code) and even e-mail address to:



HOMEMADE HEROES
c/o Wizard Entertainment
P.O. Box 118
Congers, NY 10920-0118

STRANGE BREW PHOTO BY PAUL SCHRADE. SPACE GHOST PHOTO COURTESY OF TOYCOM.

"SLEEPY" TIME

Heads are gonna roll when McFarlane Toys unleashes its line of toys from Tim Burton's new "Sleepy Hollow" flick. Run down to your local toy store this November to snag **Ichabod Crane** (played by Johnny Depp in the film), the Crone, and the **Headless Horseman**. And if you're really itching for a cool toy, don't forget the super-cool Headless Horseman and Horse deluxe set, which features the ghostly rider on his trusty steed and a special gnarled tree diorama base.

GOT HEAD? Tim Burton's new flick makes the toy scene with (from left): Headless Horseman, Ichabod Crane, the Crone and Headless Horseman deluxe set.

UTTER CHAOS

All you toy fiends can rest easy—Chaos! Comics has teamed up with the Art Asylum for a whole new line of 7-inch figures based on the company's line of horror comics. Look for Purgatori in Egyptian garb, Jade, Chastity and Lucifer this fall at comic stores everywhere, with more on the way next year.

FANGED FEMME Chaos!'s Chastity bursts into comic shops this fall.

CHASTITY PHOTO COURTESY OF BLACKLAND COMIC DISTRIBUTORS; ALL OTHER PHOTOS BY PAUL SCHRADER

stuff

COMIC BOOK MERCHANDISE YOU CAN BUY...

By David Borak and the *Wizard* Staff

Who among us doesn't like stuff? Whether it's Hourman's Egg Timer, Galactus' Lactase Pills or Tom Strong's Strong-Arm Deodorant, we're all suckers for comic-related merchandise. Each month, *Wizard* will strive to show you the latest and super-neatest in comic book statues, posters, pins, magnets, shirts and other goodies.

In short, if it's cool, and if it's stuff, you'll find it here.

ANGELIC STATUE

Angel is spinnin' off from the Buffy show into his own TV production, and to celebrate, Varner Studios presents a statue of the dangerous heartthrob. The Angel Cold-Cast Resin Statue ($129) is fully painted, limited to 4,500, and available in October. It's 12 inches not including the base.

A LITTLE ANGEL Hey, don't be fooled by those puppy dog eyes.

METAL MAN So tiny, he'll fit in your pocket!

FIGURING BATMAN

This December, DC releases the Batman Pewter Figurine ($24.95). This 4" X 3 1/2" figure features the Dark Knight with batarang in hand on a circular base with the JLA logo. It's the first in a series of pewter figurines of the Justice League of America.

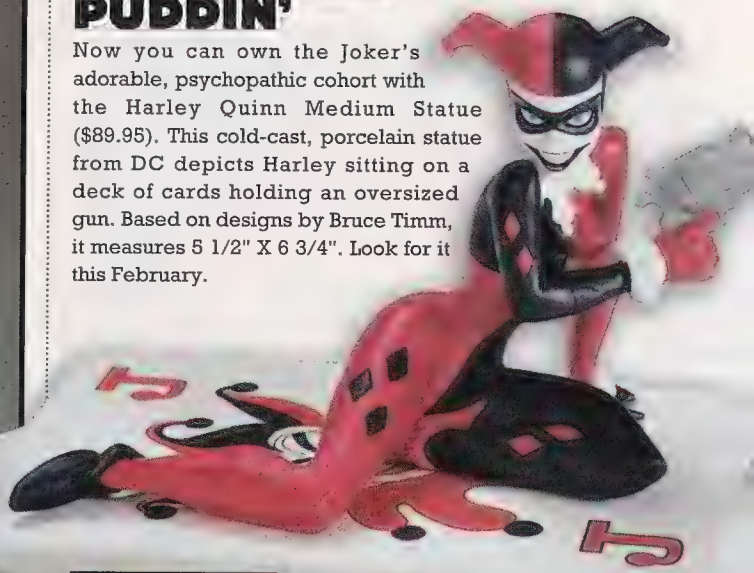
GRENDEL'S PRIME DEN

Randy Bowen and the Shiflett Bros. team up for the first time to sculpt the Grendel Prime Statue: a whopping 13"-tall, fully painted rendering of Matt Wagner's leather-clad, futuristic cyborg. It comes with a Hunter Rose skull and real metal spikes! It's a limited edition and less than 500 remain, so pick it up now (in its collector's box) for $150.

GET THE POINT? This bad boy could kick the crap outta all your other statues.

NICE STATUE, PUDDIN'

Now you can own the Joker's adorable, psychopathic cohort with the Harley Quinn Medium Statue ($89.95). This cold-cast, porcelain statue from DC depicts Harley sitting on a deck of cards holding an oversized gun. Based on designs by Bruce Timm, it measures 5 1/2" X 6 3/4". Look for it this February.



STACKED DECK Poker just got a heckuva lot more fun.

AVAILABLE AT YOUR LOCAL COMICS RETAILER

SILVER AND IRON

Because Bowen Designs' Iron Man Mini-Bust (seen in *Wizard* #92) sold out instantly, Bowen is offering the limited-edition Iron Man II Mini-Bust. Sculptor Randy Bowen revamped the first IM bust into this 5 1/2"-tall, cold-cast, fully painted beauty that features Iron Man in his '60s Silver Age armor! Available in November, it's $30.

ARMOR ALL No buffing necessary.

HOTSTUFF!!!!!!!!!!

PRODUCT OF THE MONTH

STATUE OF LIBERTY

The Captain America Resin Statue ($150) from Bowen Designs comes in two versions: a Nazi-fighting, Golden Age Cap with original costume and shield as well as a modern Cap in the updated costume with the round shield. Each statue is sculpted by Randy Bowen and stands 10" tall (14" including base). The Golden Age version will be limited to half the production run of the modern-version statue, and the modern version is limited to initial orders received. Both are fully painted, sold in full-color collector's boxes, and available in October.

UNIVERSAL SOLDIER Heck, young or old, Cap could still kick Van Damme's sorry ass.

WILD ABOUT PVCs

DC brings you a PVC set of those crazy cats, the Wildcats. Based on series penciler Travis Charest's redesigns, the Wildcats PVC Set ($39.95) includes figures of Spartan, Voodoo, Warblade, Maul, Grifter, Zealot and Emp, ranging 2 1/2"- 4 1/2" tall. Look for these sets to hit stores January 19.

CAT TOYS No feline required to enjoy these li'l guys.

stuff

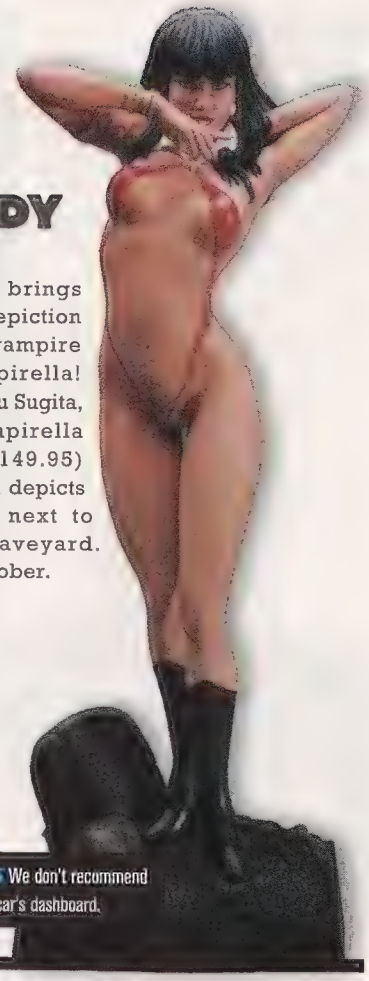
A HELL OF A BUST

True fans of Mike Mignola's *Hellboy* will want to get their hands on the new Abe Sapien Mini-Bust ($30) from Bowen Designs. Sculpted by Randy Bowen, this painted bust is 5" tall and looks great next to the Hellboy Mini-Bust, already released this year. Abe comes in a collector's box and will be available in October.

GREAT ABES Lincoln. Vigoda. Simpson. Sapien.

A BLOODY STATUE

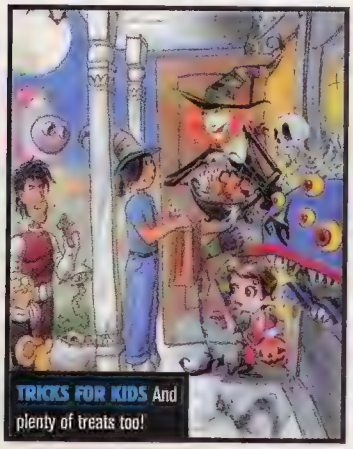
Moore Creations brings you a titillating depiction of that brunette vampire bombshell, Vampirella! Sculpted by Susumu Sugita, the painted Vampirella Resin Statue ($149.95) stands 14" tall and depicts Vampi (wearing next to nothin') in a graveyard. Stake it out this October.



DANGEROUS CURVES We don't recommend keeping Vampi on your car's dashboard.

HALLOWEEN GETS SIRIUS

Sirius Entertainment presents the limited, signed Trick or Treat Print ($30), featuring Akiko and Scary Godmother and painted by Mark Crilley and Jill Thompson. Printed on heavyweight, 80-lb. paper, the 16" X 20" print is limited to only 500 signed and numbered copies. An unsigned version ($12), limited to 1,000 copies, is also available. Look for 'em this October.



TRICKS FOR KIDS And plenty of treats too!

ORNAMENTAL WITCH

Moore Creations and Top Cow Productions present the Witchblade Glove Ornament ($14.95) to help liven up your Christmas tree. This painted, resin ornament was sculpted by Clayburn Moore and features the infamous gauntlet of Sara Pezzini, the Witchblade. It measures 3 1/2" in length and will be available in October.

HAND ME DOWN Pass this ornament down from generation to generation. Just don't try it on unless you're female...

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

YO! Are you a company who sells stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

Stuff for "Stuff"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

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CELEBRATE HIS 25TH YEAR!

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ON SALE IN OCTOBER

WIZARD ENTERTAINMENT GROUP

wizardworld.com

video STUFF

By Matthew Danish and the *Wizard* Staff

What? Do you need us to draw a picture? We took a bunch of video games, locked ourselves away and played 'em 'til our thumbs fell off. We don't pretend to be experts, just fun-lovin' folks who like our salsa spicy, our couch cushy and our video games kick-ass...here's what floated our boat, or not.

THQ TAKES ON WWF

THQ has secured the WWF video game license from Acclaim Entertainment and has already announced *Wrestlemania 2000*, which should be available this fall for N64 and at a later date for the PlayStation. The game will be powered by a more advanced version of THQ's *WCW/nWo Revenge* engine and promises play modes based on WWF pay-per-view events, including "Wrestlemania," "King of the Ring" and "Royal Rumble." The game promises at least 46 WWF superstars: Stone Cold Steve Austin, The Rock, Mankind, Cactus Jack, Dude Love, Vince McMahon, Shane McMahon, Kane, The Undertaker, Paul Bearer, X-Pac, "Road Dogg" Jesse James, Mr. Ass, Triple H, Val Venis, Ken Shamrock, The Big Show, Jeff Jarrett, Chyna, Gangrel, Christian, Edge, D'Lo Brown, Sexual Chocolate, Big Bossman, Al Snow, The Godfather, Bob Holly, Bradshaw, Farooq, Mideon, Viscera, Droz, Prince Albert, Meat, Steve Blackman, Shawn Michaels, The Blue Meanie, Test, Chaz, Thrasher, Jeff Hardy, Matt Hardy, Scott Taylor, Brian Christopher and the mysterious Excalibur, who'll most likely turn out to be "Millennium Man" Chris Jericho. In addition, the WWF Titantron video image and entrance music packages for each wrestler will be included. And if that's not enough, THQ is adding an edit mode that allows players to design a brand new wrestler, complete with a customized look and moves! Given the quality level of previous THQ wrestling games, *Wrestlemania 2000* should be an excellent addition to the genre.

HEY, KIDS! Wanna learn more about the "Final Fantasy" feature film? Then turn to Coming Attractions on page 70!

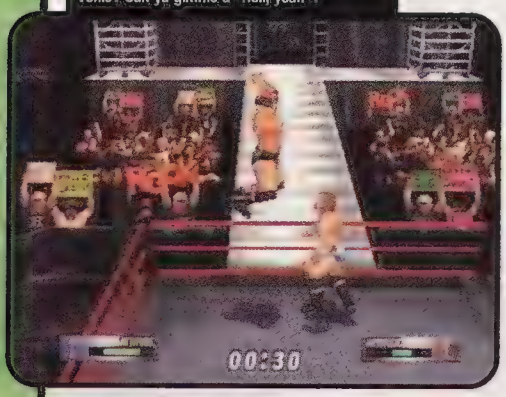
WHOA!

PUZZLING LINK

Zelda fans, get ready to take the show on the road. Hot on the heels of Nintendo's confirmation of the long-awaited N64 *Legend of Zelda* expansion pack comes news of an agreement with Capcom, the producers of the hit *Mega Man* and *Street Fighter* series. The two companies have entered into a partnership to co-develop Zelda-related games for the GameBoy Color, the first of which, dubbed *Legend of Zelda: Fushigina Kinomi* (which translates into Mysterious Tree of Fruit), appears to be a puzzle game. Two other GameBoy Color Zelda games are currently in the works, both scheduled to hit stores next spring.

I AM LEGEND Following the N64's *Zelda* sequel (above), come two GameBoy Color *Zelda* games.

POWER BOMB Can Stone Cold trounce Val Venis? Can ya gimme a "Hell, yeah"?



TREKKIN'

Activision, which holds the Star Trek gaming license, has announced a Star Trek: The Next Generation space exploration game set to debut on the PlayStation in the summer of 2000. The game will include over 30 missions and feature Klingons, Borgs and new races. Early plotlines center around the Federation taking on enemies gathered in the Beta Quadrant. The game will be developed for Activision by Warhog. For Trekkies who can't wait until 2000, Activision has the PC games *Star Trek Armada* (available now) and *Star Trek: Hidden Evil*, set for this fall. A fourth game, *Star Trek Voyager Elite Force* will be out for the PC in winter of 2000. ■

UPAHEAD

Snap into Pokémon...Polish up Darkstone...Beat the crap outta Elmer Fudd...& Poké cheat codes

THE TOY MAGAZINE #29

ToyFare

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All photos by Paul Schiraldi.

POKÉMON SNAP

MANUFACTURER: Nintendo of America
PLATFORM: Nintendo 64
SUGGESTED RETAIL: $44.95, available now

If you're a Pokémaniac, you're gonna love *Pokémon Snap*. One of the weirdest and most original games to date, *Pokémon Snap* is a picture-taking quest that takes place on Pokémon Island, a land literally teeming with fleshy examples of 63 species of Pokémon.

Select one of the seven safari trails and, as your Zero-One land, sea and air vehicle zooms along, use the direction pad to zoom your viewer around and take photos. The game's objective is to traverse all of the courses and film all of the Pokémon rumored to inhabit the island. You can also hurl objects at the Pokémon and play a Pokéflute to startle the creatures into reacting for a cooler picture.

Courses range from underground caverns to a killer volcano, while the musical score is accompanied by actual Pokémon cries and sounds heard on the TV series. At the end of each ride, you can save your photo album and have your pictures graded based on size, centering, activity and multiple monsters. By saving four pictures to the Gallery section of the Controller Pak and purchasing a card at a participating Blockbuster video store, you can print out stickers of your favorite Pokémon photographs.

TRY IT... Like *Pokémon Blue* and *Red* for the GameBoy? *Snap* into it!

Pokémon Snap is a very original and worthwhile addition to any N64 gamer's library, but it will especially appeal to fans of the popular monsters. Its 60-picture photo album and four-shot sticker printouts add a unique feature to an already highly original game.

PHOTO FANTASY Practice your voyeur skills by taking photos of over 50 different Pokémon, like Eevee (above) and Meowth.

DARKSTONE

MANUFACTURER: Take 2 Interactive
PLATFORM: PC
SUGGESTED RETAIL: $39.95, available now

No, it's not a game about polishing rocks. Developed by Delphine Software International, *Darkstone* is a *Diablo*-esque action role playing game that takes players through a dark, sorcery-ridden world full of crazed townsfolk and bizarre creatures.

Players begin by choosing two characters from classes ranging from warrior to wizard. While A player controls one of the two characters, the computer will control the other. Either character can be activated, however, by a simple icon click.

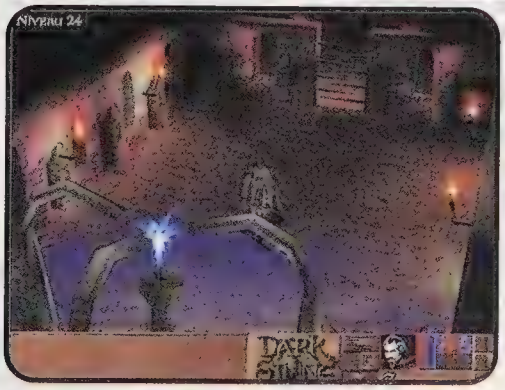
With 80 monsters (including goblins, giant spiders and evil spectres) and a slew of spells and weapons, gameplay centers around defeating the evil dragon Draak. Players traverse the scattered cities of Uma, interact with inhabitants, fight in turn-based battles and solve puzzles to collect all seven of the game's magic orbs. The environment unfolds in impressive 3-D graphics, with zooming camera angles and a full range of motion.

The two primary characters can be split up, leaving one behind to guard, while the other searches a level.

TRY IT... If you like *Diablo* or *Fallout 2*, you'll like *Darkstone*.

If traversing the land of Uma becomes lonely, players can link through the Internet to team with or duel up to eight players. Messages can be sent to teammates and characters become stronger in all their attributes as they win successive battles and accrue experience points.

Darkstone is a visually impressive and challenging game, with a highly detailed world that's well worth the investment of time to travel and explore.



C'MON DOWN Enter the mystical world of *Darkstone*. Stay a while. Make friends. Bag babes. Get killed. Boffo laughs!

MORE→

KEEP-SQUEEZIN'-THEM-MONKEYS LAD IN: FRUIT-FILLING PHENOMENON

OUTSIDE A MINI-MART IN UPSTATE NEW YORK...

NONE CAN STAND BEFORE THE LASER BLASTS OF...

...LAZY-EYED SUSAN!

ZZZARK!

THAT'S ONE CAFETERIA LADY WHO'S GOING DOWN!

AND I HAVE JUST THE TRICK TO DO IT...DELICIOUS HOSTESS® FRUIT PIES!

SWISH!

EAT THIS, TONS OF FUN!

Plop

Plop

Plop

AIIIEEE--*

ZZZARK!

SMISH!

THE END

THE ABOVE WAS JUST A DRAMATIC RE-ENACTMENT OF AN IMPLAUSIBLE EVENT! NOBODY--ESPECIALLY FAT PEOPLE--CAN RESIST THE TASTE OF CREAMY, DELICIOUS HOSTESS FRUIT PIES! GO EAT SOME!

PARODY

BUGS BUNNY: LOST IN TIME

MANUFACTURER: Infogrames
PLATFORM: Sony PlayStation
SUGGESTED RETAIL: $44.95, available now

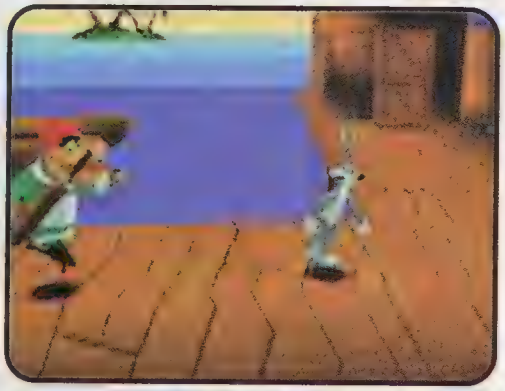
What's up, doc? Well, it seems the inimitable Bugs Bunny has taken a wrong turn at Albuquerque and fallen into a time machine, only to find himself completely lost in the timestream. In Infogrames' newest PlayStation offering, *Bugs Bunny: Lost in Time*, Bugs must call on the sorcerer Merlin to get through time—including the 1930s, the pirate era, medieval times and a futuristic outer space world—on his way back to the present. But that road won't be easy; Elmer Fudd, Witch Hazel, Yosemite Sam and Marvin the Martian all challenge Bugs along the way.

With its relatively simple gameplay—running, jumping, digging under the ground (which leaves a cool dig trail on the surface) and capturing multiple carrots—*Bugs* is a quick and easy game to learn. The levels are complicated by challenging puzzles and the creatively hidden orange vegetables.

Bugs can go underground through rabbit holes, use a torch to light objects and set TNT sticks to explode. Camera views pan the 3-D environment, and at any time, Bugs' progress can be saved to a memory card for continuation later.

Still, while the gameplay is fun, what makes *Bugs* such a great game is the authentic Looney Toons graphics and feel. The voices of Bugs, Daffy, Elmer and the others are captured in the official Warner Bros.' sound, and several classic cartoon sequences are recreated with amazing graphic accuracy. If you're a fan of these loony 'toons, then snatch this puppy up. ■

TRY IT... If you like PlayStation's *Spyro the Dragon* or *Space Jam*, you'll dig *Bugs Bunny*.



CARROT TOP Riding motorcycles and exploding TNT? This game's definitely more fun then listening to that loser comedian.

SPECIAL MOVES & SECRET CODES

CHEATSHEET

BUGS BUNNY: LOST IN TIME

To access all levels, hold L2 + R1 and press X, Square, R2, L1, Circle, X, and Square (3 times) at the Era Selection Screen.

To access maximum carrots, hold L2 + R1 and press X, Square, R2, L1, Circle, X, and Square (2 times) at the Era Selection Screen.

To view the ending sequence, hold L2 + R1 and press X, Square, R2, L1, Circle, X, Circle, Square, Circle at the Era Selection Screen.

POKÉMON SNAP

To view an ending sequence which features all of the photographs in your album, you must photograph all of the Pokémon in the game and unlock all the levels.

To unlock the volcano level, throw pester balls at the last Electrode in the tunnel level, near the exit gates, which will then self-destruct and open into the new area.

To unlock the rainbow level, you must complete the valley level and successfully capture photographs of all six Pokémon signs. Professor Oak will appear to open the rainbow level with Mew.

webline

IT CAME FROM THE WORLD WIDE WEB

www.ffonline.com
The ultimate *Final Fantasy* Website.

www.gamefaqs.com
Stuck on a game level? Go here. This site clues you in on how to escape even the toughest levels on any video game!

www.activision.com
Official Activision website gives the lowdown on each Star Trek game.

www.wwf.com
The official World Wrestling Federation Website with video downloads, Lucas' news and the Ross Report.

http://members.tripod.com/IamPokémon/index.html
Pokémon's Paradise site with links to other Pokésites on the Internet.

www.bugsbunnyburrow.com/
A nice Bugs Bunny site with history and cartoon trivia! ■

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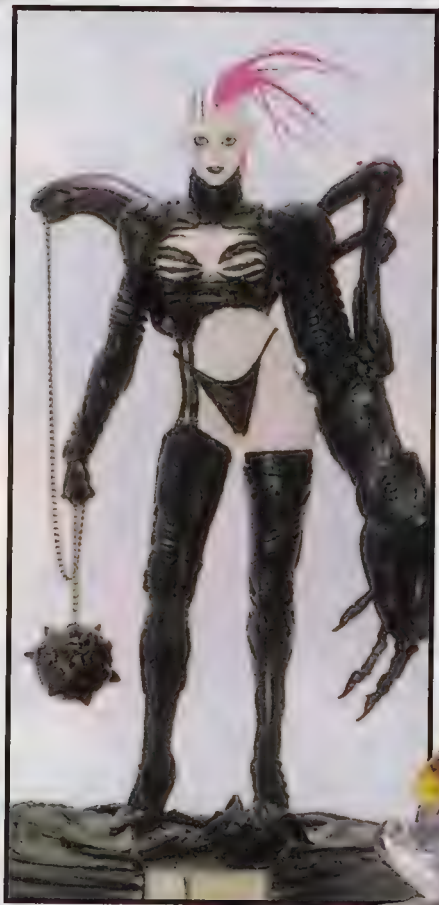
MANIA!

COOL JAPANESE COMIC AND ANIMATION STUFF YOU'LL WANT TO BUY...

So, there you were, kicking back in the recliner with a sack of Chex Mix, thinking maybe if you squint hard enough, Daphne from "Scooby Doo" would kinda look like an anime babe. But it ain't workin'. Well, never fear: Here's a round-up of the coolest Japanese imports shipping in October! As always, all manga is in black and white unless we say otherwise. Got it? Now leave poor Daphne alone.

BY TOM ROOT

RIOT GRRLS Geez, these chicks even scare Marilyn Manson.

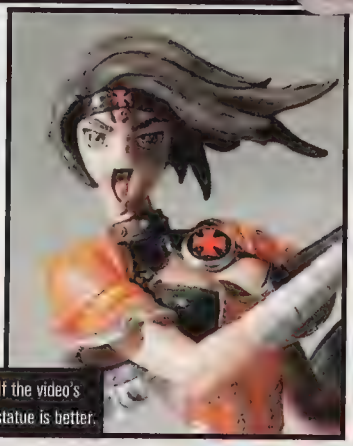


NINA REPEAT-A

Who wants Nina? I do, I do! And you can get her any way you like her (as long as you like her in 1:6 scale) thanks to these two *extremely* limited-release, poly-resin statues from Fewture Models. Both the Nina Gillman (far left) and Nina Darkness Second-Edition Resin Statues, designed by Yasushi Nirasawa and sculpted by Yujo Oniki, will set you back $158. Each is limited to 250 pieces, so if you're not quick on the draw you might not get Nina at all.

HOLDING OUT FOR A SHIROW

You crave Masamune Shirow. And after watching "Ghost in the Shell" for the 10,000th time, the videotape finally kicks the bucket. What now? You can always fork over $150 for a resin statue of Morning Star recreated from Shirow's *Intron Depot 2: Blades*. From sculptor Sam Greenwell and the good folks at Dark Horse Comics, this baby comes fully painted and packaged in a full-color collectors box and stands 12 1/2 inches high with base. Or we suppose you could just buy another tape. Sheesh.



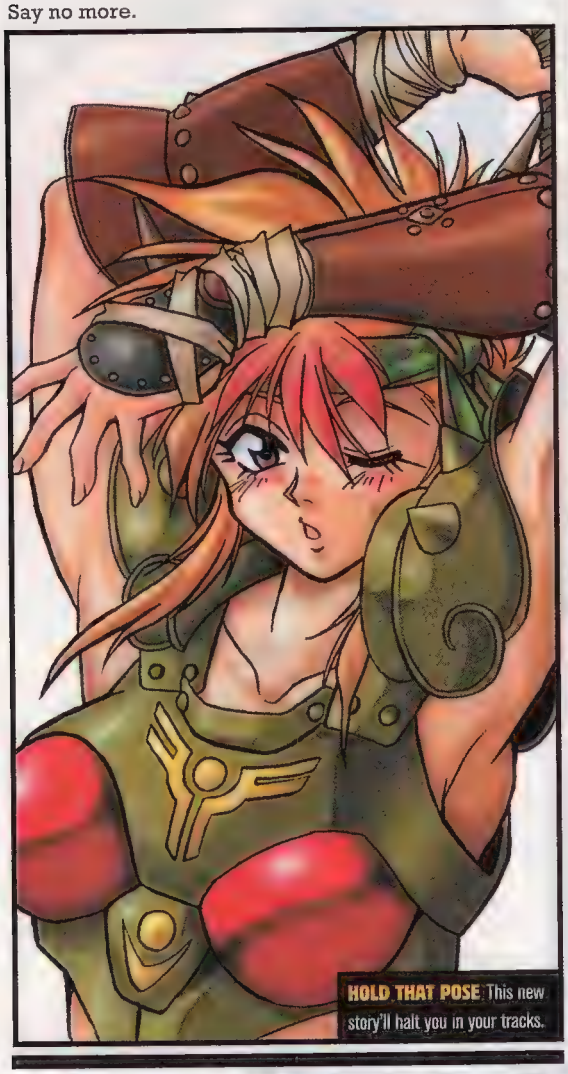
MAD-ON If the video's great, the statue is better.

HOTIMPORT!!

THE COOLEST, BESTEST THING COMING ACROSS THE OCEAN

99 LUFT-DRAKUUNS

It's manga, Johji Manabe style! As the six-part "Flames of Empire" storyarc begins in *Drakuun* #25, Karula and Rosalia have just about every guard the rebel army can spare keepin' 'em out of the clutches of the evil Imperial Court Technos. But Emperor Kurgh wants Rosalia pretty darn bad, folks—and all the rebels in the world can't stand up to his high-tech mind weapons. It's $2.95, it's 32 pages, it's from Dark Horse. Say no more.

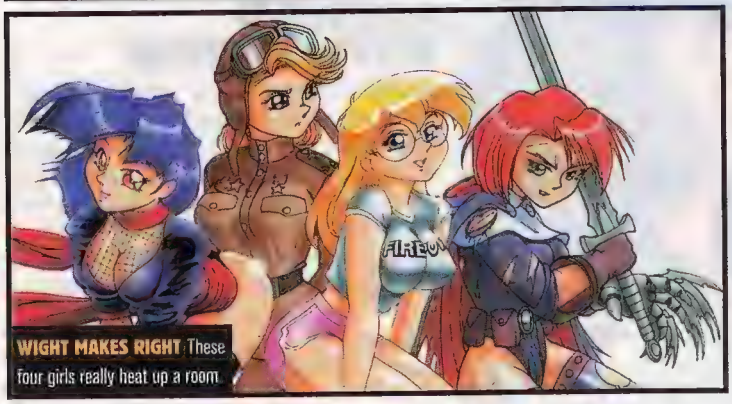


HOLD THAT POSE This new story'll halt you in your tracks.

STRETCH Jane Fonda couldn't do that. She didn't have a glowing breast, either.

CHI-CHIAN CHONG

You saw her in her own Sirius comic book mini-series (Or maybe you didn't—just play along, all right?), and now the star of the show gets her own darn statue. Chi-Chian, the brainchild of manga artist Voltaire and an all-around "good girl," is fully assembled and painted at 1:8 scale, measures 9" tall, runs $168 from Fewture Models and is sculpted by Shigeru Yamazaki. Hey, good girl or not, how many chicks do you know that lounge around on a mess of translucent orange worms? Pretty freaky, sis.



WIGHT MAKES RIGHT These four girls really heat up a room.

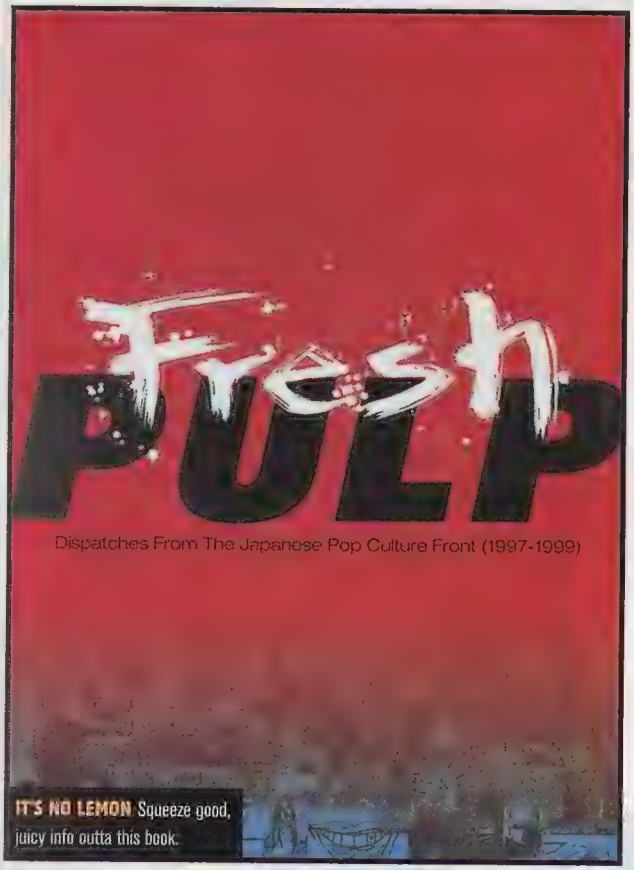
THE WIGHT STUFF

Wishing someone would turn the cover to Antarctic Press' *Mangazine* #1 into a full-color, 22-by-34-inch poster? Wish granted. Artist Joe Wight's (*Shotgun Mary*) interpretation of characters from *Ninja High School*, *Warrior Nun Areala*, *World War II 1946* and *Gold Digger* is yours for the asking, as long as you ask with $8.99 in your mitt. Or make it $24.99 and pick up a version signed by Ben Dunn, Fred Perry, Ted Nomura and Wight himself.

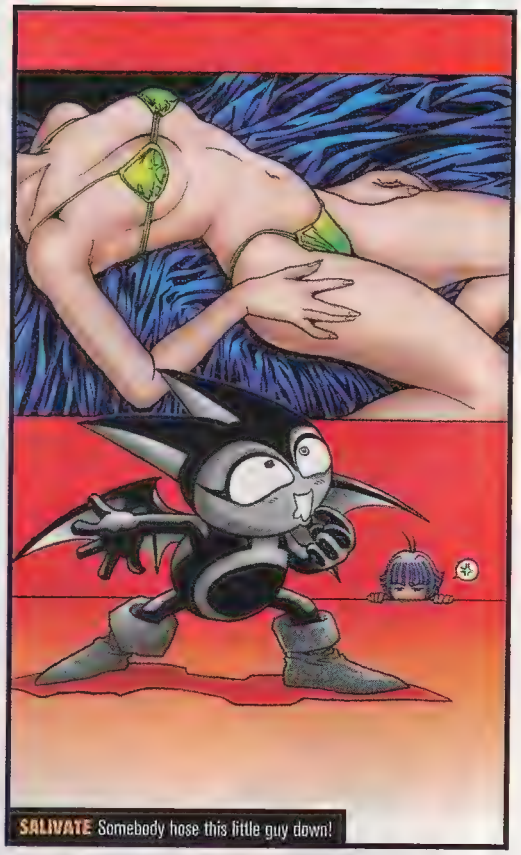
manga MANIA!

PULP NON-FICTION

It's a J-pop hoedown, and you're invited! *Fresh Pulp* collects the highlights of the first years of Viz's *Pulp: Manga for Grownups* magazine, including anime, manga, music and film. It's full of all sorts of news and features about the entire spectrum of Japanese pop culture. Want it? Pick it up for $19.95, and you too can be privy to this 192-page explosion of all things both cool and Japanese. For mature readers, kiddies.



IT'S NO LEMON Squeeze good, juicy info outta this book.



SALIVATE Somebody hose this little guy down!

DE-MO YOU READ, DE-MO YOU LIKE

Even the demon world has cops. So when they come to arrest Aimi's pal De-Mo, she's forced to undertake a dangerous mission for the demon world to spare his life. The demon world is harsh, dude. Find out for yourself in the manga *Masakazu Katsura's Shadow Lady* #13, the first of seven parts in an arc called "The Awakening." It's 24 pages for $2.50, and the Dark Horse posse's to blame.

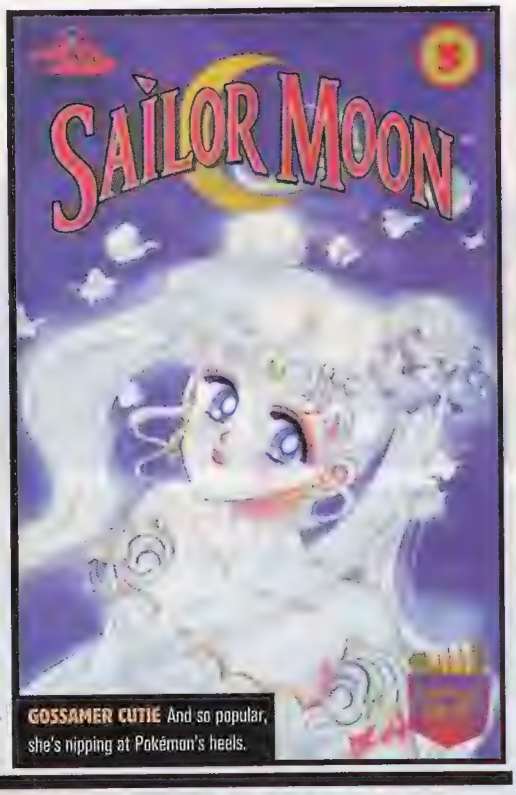
TWO OF A KIND A demon plus an innocent girl equals trouble.

RUMIKO WITH A VIEW

Here are the rules, anime and manga fans: You must buy everything Rumiko Takahashi creates. Since she created *Ranma 1/2*, *Maison Ikkoku* and *Urusei Yatsura*, that's quite a bit. Add to your shopping list the manga series Inu-Yasha, the tale of high-schooler Kagome and a half-demon who travel through time battling evil. In *Inu-Yasha Vol. 5 Graphic Novel*, the pair comes to the aid of a young girl and must battle human-headed spiders. Icky-poo. This Viz collection is $15.95 and 192 pages.

BLACK MOON RISING

It's those lovable Sailor Scouts vs. the evil Black Moon as *Sailor Moon Pocket Mixx GN Volume 5* collects issues #11-#13 of Naoko Takeuchi's popular manga series. As if that wasn't enough Scout action for you, this collection also includes a bonus section called "Rini's Diary." Since Rini's goal in life is to bug the crap out of Sailor Moon every waking minute, we wonder where she found time to keep a diary. It's $9.95 for 192 pages from our buds at Mixx Entertainment.



GOSSAMER CUTIE And so popular, she's nipping at Pokémon's heels.

GET HITCHED Marry yourself to the "Ranma" tapes.

INDECENT PROPOSAL

Okay, here's the scoop: Ranma and Akane are engaged. They say they hate each other, but deep down, they really don't. So when Ranma's archrival Ryoga proposes to Akane, Ranma ain't gonna know *how* to react. He'll probably just kick Ryoga's ass. The anime "Ranma 1/2 Martial Mayhem: Marry Me, Akane" is dubbed and $24.95. Also check out the subtitled "Ranma 1/2 Outta Control Subtitled Edition: Immoral Kombat" for $29.95 and learn the secret of the "Heavenly Dragon Ascension Wave" attack! Each tape is 52 minutes of all the romantic hijinks you've come to expect from Rumiko Takahashi. Get 'em from Viz Video.

YO! Are you a company who sells manga- and anime-related stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

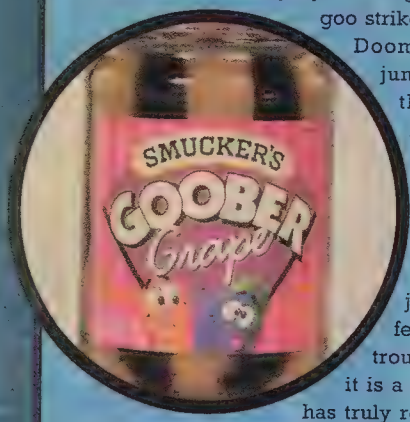
"Manga Mania"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

TOP 10 HEROES & VILLAINS

THINGS THAT SCARE EVEN DR. DOOM

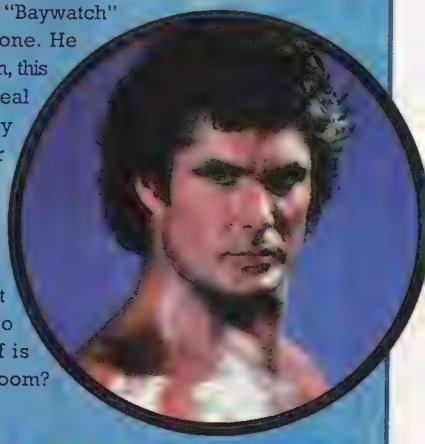
1 GOOBER PEANUT BUTTER AND JELLY MIX

Yes, this ridiculous combination of both peanut butter and jelly in a single, stomach-churning goo strikes fear in the heart of Doom! But hold, lest you jump to the conclusion that a mere grocery store novelty could possibly unsettle the mighty Doom—for jumping to such a conclusion might prove to be the jumper's last. This fetid mixture of "PB&J" troubles Doom, because it is a sign that humankind has truly reached the lowest of low points in its slothful ways. Why would Doom want to rule a world full of cretins slurping down this sludge? How much time does one really save?



2 DAVID HASSELHOFF

Doom has circled the globe many times over. He has explored the vastest seas and devoured the secrets of its darkest corners. Yet, everywhere Doom journeys, the wind cries "Hasselhoff." Bah! Could such a man truly exist? Those green eyes sparkle like emeralds seven nights a week on Doom'svidscreen, set aside for the consumption of "Baywatch" and "Baywatch" alone. He must be an apparition, this Hasselhoff, an ethereal vapor conjured by the mystics, for Doom refuses to believe a mere mortal's hairstyle can dance in the salty ocean wind that way—so free! So alive! If Hasselhoff is life, then what of Doom? *What of Doom?!?*

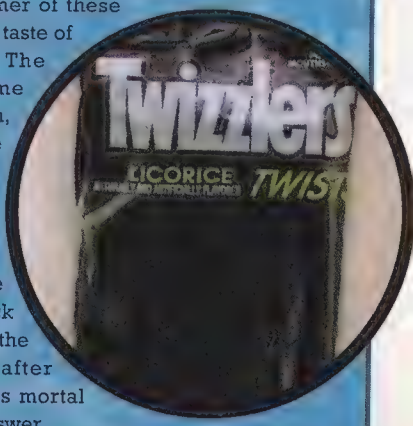


3 GEORGE TAKEI'S MOLE

While visions of supermodel and gifted actress Cindy Crawford's mole often make Doom's concentration falter—but not so much that he won't soon crush you, Richards!—visions of the mole aboveaged "Star Trek" actor George Takei's right eye have a much more sinister effect on the psyche of Doom. It's no mole—it's a black hole, sucking in light and goodness and leaving only evil...evil! Doom fears his efforts to harness the Power Cosmic have been all for naught—'tis Takei's deformity, the key.

4 BLACK LICORICE

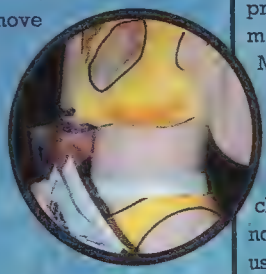
How...unnerving: Although the creation of the Red should have led to the instant demise of the Black—that horrible, bitter, sweaty-shoe-leather-tasting Black—the Black still remains. Who devours this Black? Who? The hounds of Hell? Doom defies you to find a single consumer of these dark strips with the taste of filthy rubber. The Black is like some cosmic cockroach, a survivor the likes of which Doom has never seen. The Black fills Doom with fear...fear that he cannot match the Black in its longevity. Will the Black live on long after Doom shuffles off this mortal coil? Only fate can answer.



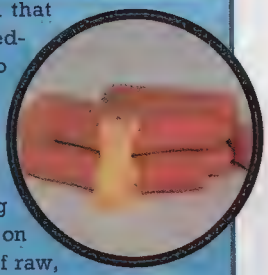
BLACK & YELLOW ARGIOPE © S.R. MAGLIONE, PLATUPUS© TOM MCHUGH / PHOTO RESEARCHERS INC. DAVID HASSELHOFF COURTESY EVERETT COLLECTION. ALL OTHER PHOTOS PAUL SCHIRALDI.

5 FAT CHICKS IN SPANDEX

Nothing takes the starch out of Doom's noodle like 200 pounds of female in 100-pound-tested Spandex fabric. Doom desires to move on immediately.

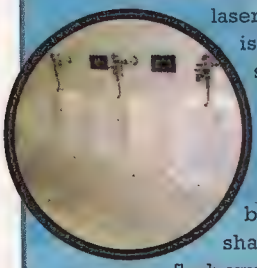


6 FRANKENFURTERS



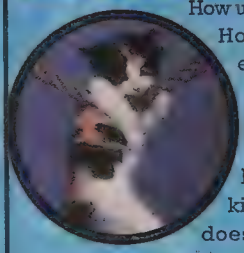
Often Doom's path crosses with that tin-plated lackey Iron Man. The red-and-gold dullard has managed to provide Doom with most distasteful memories. Once, Doom and Iron Man were magically summoned to the age of Camelot to resolve a royal conflict. Iron Man, not trusting the meals provided him, subsisted on his armor's rations, consisting of raw, cheese-filled hot dogs called Frankenfurters. Doom cared not—until he learned that he and Iron Man were forced to use a common chamber pot. Doom ended up just holding it.

7 AUTOMATICALLY FLUSHING URINALS



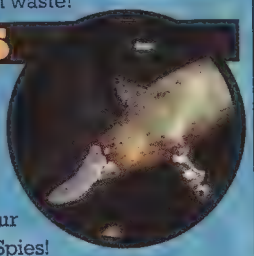
Doom fears any society in which infrared, laser-aided, urinal-flushing technology is prized over the advancement of, say, curing disease. Someday, an endless series of mechanical arms will whisk the limp bodies of their human masters to and fro, from bed to shower to work to home to bed. Doom vows this: Latverians shall forever be forced to manually flush away their own waste!

8 "HANG IN THERE" KITTY POSTERS



How utterly trite—and ultimately alarming. How pitiful it is to see humans expressing the futility of their existence by projecting themselves onto the image of a helpless baby animal clutching a fragile tree branch. Do you fancy yourselves kittens, you pathetic humans? What does that branch represent? Your uselessness? Impotence? Perhaps you simply enjoy seeing the weak in peril. If so, Doom can empathize.

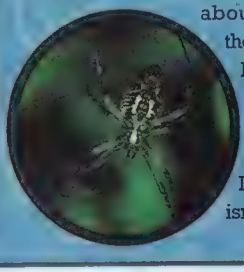
9 PLATYPUSES



Duck-billed mammals that lay eggs? Doom is not fooled by your trickery, you abominations! Such ill-conceived creatures can only be the handiwork of Loki, God of Mischief. Doom sees your creations for what they are, Loki! Spies! Everywhere, these duck-billed spies! Well, Doom scoffs at your feeble attempts to learn his infallible plans through a method such as this. Away, Loki—you've succeeded at "skeeving Doom out," but Doom's resolve shall not falter!

10 SPIDERS

Doom retreats from nothing. When one is master of all he surveys, he never need back down from any obstacle. However, Doom really, really, *really* does not like spiders. Spiders have many legs. Often they are furry. They scuttle about, spin sticky webs and devour their prey by sucking out their fluids. Doom does not approve. In fact, Doom would just as soon see every spider on the planet eliminated! Doom could do it, too! Doom can do anything! But Doom isn't going near any friggin' spiders!

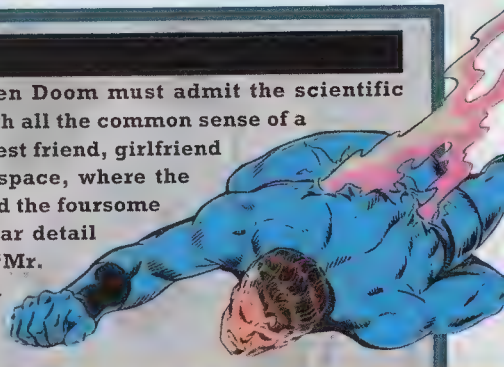


MORT OF THE MONTH

ONE LAME-ASS CHARACTER

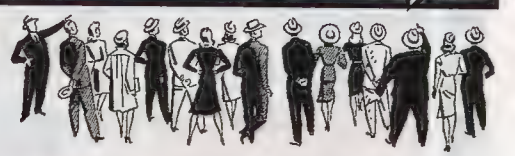
MR. FANTASTIC

Never has a "superhero" been so inappropriately titled. Even Doom must admit the scientific talents of Reed Richards, but the infernal Richards is cursed with all the common sense of a coked-up lemming. His crowning achievement? Dragging his best friend, girlfriend and her kid brother onto a rocket and shooting them all into space, where the ship's shields, apparently constructed of aluminum foil, allowed the foursome to get bombarded with deadly cosmic radiation. That particular detail managed to slip past your radar, eh Richards? This so-called "Mr. Fantastic" was also responsible for horribly disfiguring a fellow college student and all-around "chick magnet"...but Doom would prefer not to go into that.



MORTOMETER

picks



THE BIG BUZZ COMICS SHIPPING IN OCTOBER

bookofthemonth

THE VILLAINY OF DOCTOR DOOM

DOOM PHOTO BY PAUL SCHIRALDI

AVENGERS #23

MARVEL Sibling rivalry has gone loopy! The android Vision and his "brother" Wonder Man have a knock-down, drag-out knuckle-duster...over a woman! Yep, seems Wondy has been makin' goo-goo eyes at Vizh's former wife, the Scarlet Witch. (And yeah, she's been googling right back at him.) Guess there's times when an android's gotta do what an android's gotta do. By Kurt Busiek, George Pérez and Al Vey. **$1.99**

AVENGERS FOREVER #12 (OF 12)

MARVEL Hmmm. Looks like "Forever" is really only 12 issues, as this time-spanning tale of war between Kang and Immortus comes to a close with only one of them surviving. And *every* Avenger who ever was (and ever will be!) will feel the sting of the final battle! Classic stuff by Kurt Busiek, Roger Stern, Pacheco and Jesus Merino. **$2.99**

BATMAN BOOKS

DC COMICS Destruction never looked so good! The cool-as-hell "No Man's Land" story of earthquake-devastated Gotham continues in *Batman: Legends of the Dark Knight* #124 as Batman and Batgirl try to trace a pipeline out of the city. *Batman: Shadow of the Bat* #92 features Clark Kent, a reporter for a great metropolitan newspaper, infiltrating Gotham. Then Two-Face attacks territory held by Commissioner Gordon and the Blue Boys in *Batman* #572 and *Detective Comics* #739. Bonus time! Ya can even find out what happened in the early, hidden days of "No Man's Land" in *Batman: No Man's Land* #0. By a Batcave full of creative talent. **$1.99 each; $4.95—#0**

BATMAN: DARK VICTORY #1 (OF 13)

DC COMICS The serial killer called Holiday is behind bars...but it looks like a *new* Holiday is on a killing spree. And crazed former district attorney Harvey "Two-Face" Dent is fixin' to bust outta the bughouse. "All this happens at an early time in Batman's career when he's cut himself out from everyone around who could have helped him," says writer Jeph Loeb. "His relationship with Commissioner Gordon is strained at best. His relationship with Catwoman is...odd. The Dark Knight has to deal without a support system." Enter one 10-year-old, leggy support system: Robin! Loeb and Tim Sale crank up 48 dark, moody pages for **$4.95.**

MR TITLES DENOTED WITH AN MR CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS.

BLADE: VAMPIRE HUNTER #1

MARVEL Simple equation: B-list character plus hit movie equals new (and hopefully A-list) ongoing series. That's the Marvel math, as half-human/half-vamp and all bad-mutha Blade crashes a vampire convention (huh?) to stake the baddest of the bad: the dreaded Daywalker! Wesley Snipes ain't in the house, but Bart Sears is, doing up 48 pages for **$3.50.**

CAPTAIN AMERICA #24

MARVEL The new urban renewal idea from terrorist organization Hydra? Blow up New York! Captain America must stop the detonation of a bomb, all the while holding off old-school baddies Crossbones and the Absorbing Man. By old-school Tom DeFalco and Ron Frenz, and new-jack Jesse Delperdang. **$1.99**

DANGER GIRL #6

WILDSTORM/DC Okay, the *Danger Girl* crew pinkie-swears that this time, the issue will ship. And since they're only 10 months late (yowza!), we're bettin' they finally deliver. The fur flies and much butt-cleavage is shown as the slinky Team Danger Girl operatives stop a terrorist group from assembling a suit of armor that can destroy the world. By the tardy J. Scott Campbell, Alex Garner and Andy Hartnell. **$2.50**

DAREDEVIL #10

MARVEL Is there an Echo in here? Hello? Hello? Seems Echo is the name of the newest *femme fatale* to plague ol' Hornhead. She's got the ability to "echo" other superpowers. But DD's big problem? He's head over heels in love with her! Speaking of "big," DD also uncovers a deep, dark secret about main nemesis and fat tub o' goo the Kingpin. By fit-'n'-trim David Mack, paunchy Joe Quesada and Jimmy "The Gut" Palmiotti. **$2.50**

EARTH X #9 (OF 12)

MARVEL If you're looking for bleak, depressing, wallow-in-pain entertainment and the local record store is sold out of "Cure" CDs, try *Earth X*. The story is *fascinating*, but damn downbeat. Anyhoo, mega-revelations are revealed as we find out just who mutated all humanity into superheroes, and Reed Richards uncovers the common link behind all them powers. By Jim Krueger, John Paul Leon and Bill Reinhold. **$2.99**

FANTASTIC FOUR #24

MARVEL Franklin Richards, son of FF members Reed and Sue Richards, is more trouble than he's worth. The little snot-nosed punk and his wacky, uncontrollable mental powers have summoned up forces from the embarrassingly bad "Heroes Reborn" universe, and now the FF have gotta fight them off. Give the kid a spanking, send him to bed, and let's not hear from him again. By Chris Claremont, Salvador Larroca and Art Thibert. **$1.99**

FEEDERS

DARK HORSE Evil spirits. Rotting flesh. Mental hospitals. Nuns. Obsession. Religious madness. Blood. Fire. Stylish haircuts. Journeys to Hell. Just another day at the *Wizard* office? Nah. But if you like this kind of stuff, *Feeders* is guaranteed to disturb. By Shane Hawks and Mike Allred. **$2.95**

FLASH #155

DC COMICS As the new and mysterious (and so far really cool!) dark Flash continues his rounds, he gets a new playmate—the Replicant! "Replicant was created by Flash's disgruntled Rogue's Gallery," says co-writer Brian Augustyn. "He can scan, pixelate and absorb super-weapons. And he's pursuing big, giantamongous amounts of weapons." By the time Flash meets the Replicant, he's already got the weapons

of Captain Cold, Heat Wave and Mirror Master sucked into his system. By Augustyn, Mark Waid, Paul Pelletier and José Marzan Jr. **$1.99**

GOODBYE CHUNKY RICE

TOP SHELF COMICS No, it's not a documentary on the San Francisco treat. It is, however, the emotional tale of a small turtle named Chunky Rice, who leaves his home and must say goodbye to his best friend Dandel (who just happens to be a mouse). Trust us, you'll laugh, you'll cry, you'll stuff your face. A fantastic, 128-page read for just **$14.95.**

HELLBLAZER #144

VERTIGO/DC Warren Ellis dishes up creepy-crawly, gross-out tales without demons, monsters or crazy psychos in goalie masks. It's real people, and real twisted. This month, we meet the man who knows *every* spooky conspiracy of underground London. No, it's not Alan Moore. By Ellis and Marcelo Frusin. **$2.50**

HORROR OF COLLIER COUNTY #1

DARK HORSE Ever notice how Florida is just chock-full of old people with plaid pants and white leather belts who drive too damn slow? Shudder. Well, Collier County, Fla., is also full of alligators, stalkers, paranoia and other Halloweeny stuff that'll send a chill up your spine and urine down your leg. By Rich Tommaso. **$2.95**

INHUMANS #12 (OF 12)

MARVEL The climactic conclusion to the humans' invasion of the city of Attilan comes to its...uh...climactic conclusion. As the Inhumans are a mere 200 yards from destruction, salvation is delivered. "The whole time, Black Bolt has been just staring out his window," says writer Paul Jenkins. "Fans have been going crazy waiting for him to act. But the whole time, he's had a plan. He's needed the humans *this* close to put the plan in motion." Jenkins promises "a big, *Watchmen*-type twist that no one will see coming!" By Jenkins, Jae Lee and Dave Kemp. **$2.99**

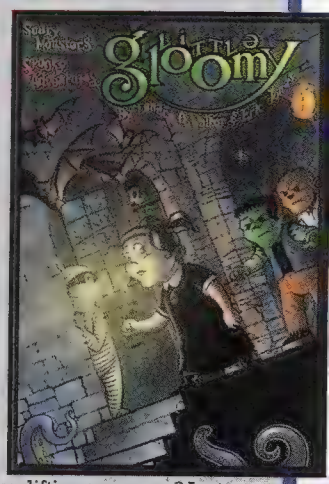
JLA #36

ontheedge

OFF THE BEATEN PATH

LITTLE GLOOMY #1

AMAZE INK/SLAVE LABOR GRAPHICS To once again reinforce the notion that being an outsider is a bad thing, we hold up for review one "Little Gloomy." Gloomy is a cute li'l girl who just happens to be the only resident of the town of Creepville who *isn't* a monster. So she's got no friends, and is afraid to even poke her nose out the front door. Why? Well, all the monsters want to kill her...just 'cause she's different. The uplifting message? Just conform now. It'll make things easier down the line. By Landry Walker and Eric Jones. **$2.95**



IRON MAN #23

MARVEL Ol' Iron Man heads to an experimental energy installation on the ocean where a few bad guys are lookin' to bust the project up. Maybe something exciting will actually happen this issue. By Kurt Busiek, Roger Stern and Sean Chen. **$1.99**

JLA #36

DC COMICS Holy crap in a hat! It sucks to be a JLAer these days! Mageddon, the living weapon from a billion years ago, wants to eat the sun! Lex Luthor has formed a new Injustice Gang! And bad guys a-plenty are bustin' outta Belle Reve Prison! Makes the average Leaguer wanna check how many sick days they got left. By Grant Morrison, Howard Porter and John Dell. **$1.99**

ROBIN #71

DC COMICS Pissed as hell over how crappy that "Lake Placid" movie was, Killer Croc decides to snack on a little bird, namely Robin. And Commissioner Gordon and Gotham's Blue Boys stick their noses into the business. By Chuck Dixon, Staz Johnson and Wayne Faucher. **$1.99**

SANDMAN: THE DREAM HUNTERS

VERTIGO/DC What if the Sandman was a magical, shape-shifting she-fox? We'd all be confused by more gender issues than a Californian at a transvestite convention. But that's just what's happening here as Morpheus, King of Dreaming, saves a Japanese monk from a death trap laid in his dreams. A 136-page hardcover by Neil Gaiman and Yoshitaka Amano for **$29.95.**

SIN CITY: HELL AND BACK #4 (OF 9)

DARK HORSE Chomp down on your mouth guard and strap on your cup—we're going to the Town Without Pity, and you can never be too careful in Sin City. Ex-Green Beret Wallace is trying to save the life of on-the-run Esther. But he's...uh... "distracted" by *another* comely lass he finds at Esther's apartment. By Frank Miller. **$2.95**

SPAWN BOOKS

TODD MCFARLANE/IMAGE Spawn's faith is seriously tested as he stumbles onto an underground Halloween party of unspeakable horror in *Spawn* #91. Spawn helps a woman on the edge of destruction regain her soul in *Spawn: The Undead* #5. And *Spawn: Blood and Salvation* is a 56-page tale of tests of faith on the edge of destruction. Or something. By a boatload of creators who obviously think alike. **$1.95—#91; $2.25—*Undead* #5; $4.95—*Salvation***

SPIDER-MAN BOOKS

MARVEL Ding-dong! Someone's come callin' and it ain't the Avon Lady! It's Venom, and he's brought a Sinister Six-pack worth of bad buddies to kick arachnid ass from here to Walla Walla, Washington! *Amazing Spider-Man* #12 (by Howard Mackie, John Byrne and Scott Hanna) features Spidey tangling with the Sinister Six *and* Doctor Octopus! The humdrum story continues in *Peter Parker: Spider-Man* #12 (Mackie, John Romita Jr. and Hannah), where corrupt Senator Stewart Ward frames Spidey for a crime he did not commit. Each double-sized issue will cost ya **$2.99.**

SPYBOY #1

DARK HORSE Life ain't easy for 15-year-old Alex Fleming. "He's the kid who gets the swirlies," says writer Peter David. "He's the picked-on one. But in his mind's eye, he knows exactly what to do. He knows how to kick ass and take

SPAWN #91

newreleases

FIRST TIME OUT

BATMAN: NO MAN'S LAND SECRET FILES #1 (DC Comics) More double-secret Gotham stuff than you can shake a Batarang at is contained herein. $4.95

BUFFY THE VAMPIRE SLAYER: SPIKE AND DRU—THE QUEEN OF HEARTS (Dark Horse) The longest title in comic history features two vamps gamblin' on a St. Louis riverboat. $2.95

SPIKE AND DRU

EVIL ERNIE: WAR OF THE DEAD #1 (Chaos!) Yow! Zombie teen Evil Ernie controls the U.S. nuclear arsenal! That's worse than Dan Quayle with his finger on the button! $2.95

FLASHPOINT #1 (DC Comics) A crippled Flash hobbles along and tries to take on Vandal Savage in this "Elseworlds" three-issue miniseries. $2.95

GENERATION X 1999 (Marvel) Did a Gen X member murder Jubilee's parents? If you really care, find out here. $3.50

HELLBOY JR. #1 (Dark Horse) The li'l cartoony version of Hellboy is hopped up on mushrooms! Not to be missed! $2.95

JLA: PRIMEVAL (DC Comics) The whole world is de-evolving! Can the JLA save the day? Probably. $5.95

LADY DEATH: JUDGMENT WAR #1 (Chaos!) Lady Death kicks devil ass as war between Heaven and Hell erupts. Oh, yeah–there'll also be boob shots. $2.95

NIGHTFALL: THE BLACK CHRONICLES #1 (WildStorm/DC) Former paranormal policeman Mason Black fights evil and eats gumbo in New Orleans. $2.95

PROPOSITION PLAYER #1 (Vertigo/DC) Talk about a hangover! A high-stakes gambler trades beer for people's souls! And you thought you regretted waking up next to that fat chick. $2.50

R.I.P.D. #1 (Dark Horse) Dead cops make up the Rest In Peace Department. It's a hell of a retirement plan. $2.95

SCARY GODMOTHER: THE MYSTERY DATE (Sirius) Little Hannah Marie's Scary Godmother has a secret admirer in this groovy Halloween hardcover. $19.95

SECRET ORIGINS OF SUPER-VILLAINS 80-PAGE GIANT #1 (DC Comics) Psst! Hey, you DC heroes! Read this sucker and all your villains' secrets will be laid bare! Or ignore it and remain ignorant. Like we care either way. $4.95

SON OF SUPERMAN (DC Comics) In the year 2017, teenager Jon Kent grows hair in funny places and starts exhibiting super-powers. It's a 96-page hardcover. $24.95

UNDERTAKER HALLOWEEN SPECIAL (Chaos!) Come to the Undertaker's house to trick-or-treat! He'll probably put a choke-slam in your bag! $2.95

WOLVERINE 1999 (Marvel) Wolvie battles Deadpool, the Merc With a Mouth, in this annual. $3.50

X-MEN: THE HIDDEN YEARS #1 (Marvel) Fill in the blanks from those '70s *X-Men* reprint issues with these new stories of what the X-people were doin' when no one was there to watch 'em. $3.50

X-MEN: PHOENIX #1 (Marvel) Rachel Summers, who is from the future, goes back to the future. Ho-hum. $2.50

names." Well Hallelujah! One fine day, Alex finds that he *can* do what's in his mind's eye. All the while he's unknowingly been SpyBoy, deadly efficient super-spy supreme! By David and Pop Mhan. **$2.50**

STONE COLD STEVE AUSTIN #1 (OF 4)

CHAOS! Can I get a "Hell yeah!"? The WWF's baddest, brusin'-est, beer-drinkin'-est brawler bounds into a new arena—comics! It's "High Plains Drifter" meets the "Stone Cold Stunner" as Austin cleans up a corrupt Texas town with pool cues, ax handles and a pickup truck. Only in America. By Steven Grant and James Fry. **$2.95**

SUPERMAN BOOKS

DC COMICS Praise Krypton! After months of painful fill-ins, the new Super-order with new talent and new direction is upon us! *Superman* #151 (the "awe and wonder" book) features the *Daily Planet* back in business...and the dirty secret of *how* it came back. *Adventures of Superman* #573 (the "real people" book) sees a common man standing up to megalomaniac Lex Luthor and his two hubba-hubba bodyguards, Hope and Mercy. Strap in for *Superman: The Man of Steel* #95 (sci-fi excitement) as Supes finds himself face to face with ancient—and hostile!—Kryptonian creatures. And *Action Comics* #760 (the "action" book, duh) brings a new villainess who's auctioning off pieces of Kryptonite. By a number of Creators of Steel. Sold American at **$1.99 each!**

THOR #18

MARVEL When will they learn!? Hasn't Odin read *The Devil and Daniel Webster*? Or seen that "Simpsons" episode where Homer eats the forbidden donut? Deals with the devil *never* work, but Thor's papa has made one and Asgard pays the price unless Thor can save the Eternal City's bacon. Mmmmm...bacon. By Dan Jurgens, John Romita Jr. and Klaus Janson. **$1.99**

What I'm reading

PRO PICKS

PHOTO COURTESY OF TOM G. LYNN

DAN JURGENS
(writer of *Thor, Captain America, Aquaman, Tomb Raider*)

"*Preacher* by Garth Ennis and Steve Dillon continues to entertain every month. I think the book started out with a desire just to appeal to people's shock value. But it's developed into the book with the best, most solid characterization in comics. I read it and keep coming back every month 'cause I love the characters. I'm also enjoying *Tom Strong*, because it's the funnest read in the America's Best Comics line and I've gotta have that Alan Moore experience."

TOM STRONG #6

WILDSTORM/DC Holy Socks, this book is good! This ish, Tom Strong, the protector of Millennium City, faces a threat from beyond the grave...in a poker game? Only in the mind of writer Alan Moore. And there's even a double bonus as Moore teams with his art partner from the legendary *Watchmen* series, Dave Gibbons, in a backup story. By Moore, Gibbons, Chris Sprouse and Al Gordon. **$2.95**

TOP TEN #4

WILDSTORM/DC Wretched excess hits the city of Neopolis as kids go to all-night raves hopped up on mongoose blood, and a 500-foot-tall giant has a drinking problem. But the top cops of Precinct 10 are on the job. Inspector Alan Moore makes arrests, lieutenants Gene Ha and Zander Cannon read 'em their rights. **$2.95**

VAMPIRELLA #20

HARRIS COMICS For a 30-year-old broad, Vampi's still got a pretty bitchin' bod. And she'll put it to good use by saving the whole damn planet this ish. By David Conway, Steven Grant and Patrick Zircher. Then everyone's fave buxom vampiress goes animated in a short story by "Batman Beyond" co-producer Bruce Timm! **$2.95**

WITCHBLADE #36

TOP COW/IMAGE Sara Pezzini possesses the Witchblade. Jackie Estacado is possessed by the Darkness. The Witchblade and Darkness forces hate each other. Too bad Sara needs Jackie's help. Whoops! By Christina Z., Ron Adrian and D-Tron. And check out the *Witchblade/Darkness Special*, where the double-secret government organization called Level 42 wrecks havoc on both parties. By Z., Scott Lobdell and Randy Green. **$2.50—#36; $3.95—*Special***

WOLVERINE #145

MARVEL "Damn it!" screams writer Erik Larsen. "I'm not supposed to say anything about *Wolverine* #145 'cause it's just sooooo secret!" Conventional wisdom has it that Wolvie will get his famed adamantium claws back in this ish. Larsen can neither confirm nor deny. "But you know it's gonna be the coolest thing since sliced bread, and Wolverine will be able to slice bread much better after this issue." By Larsen, Leinil Yu and Dexter Vines. **$2.99—#145; $3.99—#145 foil cover**

X-MEN BOOKS

MARVEL An X-Member is dead. Cyclops thinks he knows why. But when he lays his startling revelation on everyone, all-out war *within* the X-Men breaks out in the double-sized *Uncanny X-Men* #375 by Alan Davis, Adam Kubert and Batt. Then in *X-Men* #95, the table gets cleared for the Apocalypse when "The Twelve" put in an appearance. By Davis and Tom Raney. **$2.99—#375; $1.99—#95**

characterprofile

RAP SHEET

DR. DOOM

MASTER OF TIME The fact that the accursed Reed Richards succeeded in traveling through time only by duplicating Doom's Chrono-Sphere proves Doom is his mental superior! (*Marvel Super-Heroes* #20)

BREATHER When traveling underwater or outside Earth's atmosphere, Doom's visor automatically seals itself, alerting the armor's micro-circuitry to convert carbon dioxide to oxygen. Outer space poses no threat to Doom! (*Super-Villain Team-Up* #11)

STAND-INS Over the years, robotic duplicates have kept Doom's enemies guessing which appearances were Doom and which were replicas. Only Doom knows Doom! (*Fantastic Four* vol. 1 #350)

BRAIN POWER While the accursed FF rely on their freakish abilities, Doom's greatest power is his matchless mind! Only Doom has conquered trans-Einsteinian physics; only Doom has mastered time! Albert Einstein, Reed Richards, Henry Pym...all are intellectual pygmies! Doom's mind reigns supreme!

WARRIOR DIPLOMAT The official Latverian ambassador to the United States government, Doom is legally untouchable thanks to diplomatic immunity. Hah! Even the laws of imperialist America serve Doom! (*Fantastic Four* vol. 1 #40)

AIR CONDITIONING Doom's nuclear-powered, micro-computer enhanced suit of armor, whose 190-pound bulk would crush lesser men, is fully regulated and maintains an environment of standard atmospheric pressure and a temperature of 76 degrees. Doom demands comfort! (*Official Handbook of the Marvel Universe* #3)

SPELL SLINGER Those who underestimate Doom by dwelling on his lack of superhuman abilities would be wise to remember Doom's mother was a witch. When necessary, Doom can wield her sorcerous powers as well. Doug Henning? A charlatan next to Doom! (*Triumph and Torment* graphic novel)

BACK PACK A utility power pack once allowed Doom to wield the stolen power of a rogue Watcher, yet when the Inhumans' Black Bolt whispered into Richards' accursed Optimizer, the battery was destroyed. Doom shall be revenged upon Black Bolt, however...even sound itself shall one day bow to Doom! (*Fantastic Four* vol. 1 #375)

FLYING ACE Doom sometimes relies upon a nuclear-powered jetpack, making it possible to fly at speeds up to 160 mph. (*Fantastic Four Annual* #15)

ESCAPE POD Doom's armor contains an emergency-transport beam back to Castle Doom. It is but a backup contingency, used only for retreat...and Doom retreats from no man! (*Fantastic Four* vol. 1 #375)

ALL-POWERFUL In battle, the Beyonder casually removed Doom's arms and legs to fuel his curiosity. Using energy siphoned from Galactus himself, Doom stole the Beyonder's power and conquered him. None dissect Doom! *None!!!* (*Secret Wars* #10)

ORIGIN

While still a boy, both of Doom's parents were hounded to death by Latverian authorities. Later, while studying at State University, Doom began experimenting with a dimension-spanning device to contact Doom's dead mother, until fellow student Reed Richards' infernal meddling caused a malfunction, mangling both the machine and Doom's handsome countenance! Aided by Tibetan monks, Doom forged the armor that would soon enable him to overthrow the Latverian government. Since that day, Doom has sought two goals: getting revenge upon the accursed Reed Richards, and taking his rightful place as Master of the World! Let the nations tremble at the name Victor Von Doom! Humanity is but an upturned face, waiting for the downstroke of Doom's boot!

NOW APPEARING

After an absence of three years (Even Doom needs his sleep...), Doom shall return to the Marvel Universe with this November's "Doomsday" event. "The 'Heroes Reborn: Doomsday' arc will re-establish Doctor Doom in all his glory," says lackey/*Doomsday* and *Fantastic Four* writer Chris Claremont. "Doom's return will have some fairly serious long-term impact on the Fantastic Four. *FF* #25 will be a confrontation of Reed versus Doom, the repercussions of which will be played out in #26 and #27." Claremont promises Doom's reappearance will lead to an all-new, all-different line-up of the Fantastic Four. "Well, I figure it's been 20 years since the 'Dark Phoenix Saga' [in *Uncanny X-Men*], so it's time to shake up the world again with Doom's return!"

TOP COW PRODUCTIONS PRESENTS:

CONTEST

Co-write an Issue of Witchblade!

PRIZES

GRAND PRIZE (1): One lucky top cow will get to co-write an upcoming issue of *Witchblade* with the lovely and talented Christina Z.! Also, our grand prize winner will receive a limited-edition numbered Witchblade statue, a set of Witchblade series II toys, a complete set of the *Witchblade/Darkness* crossover series signed by the creative teams, a *Darkness Deluxe Collected Edition* signed by the creative teams, and a *Witchblade* #32 alternate-sketch cover complete with a sketch by *Witchblade* artist Randy Green! Whew!

FIRST PRIZE (1): One beef-eater wins a set of Witchblade series II toys, a complete set of the *Witchblade/Darkness* crossover series signed by the creative teams, a *Darkness Deluxe Collected Edition* signed by the creative team, and a *Witchblade* #32 alternate-sketch cover complete with a sketch by Green.

SECOND PRIZE (10): Ten maids-a-milkin' each win two complete sets of the *Witchblade/Darkness* crossover (one for you, one for your best friend) and a *Darkness Deluxe Collected Edition*.

Think you've got what it takes to be a Top Cow scribe? Here's your chance to prove it! All you gotta do is write a plot synopsis of an issue of *Witchblade*. What does the story focus on? Who is the villain? What's a good subplot (i.e., Sara's love life)? You have complete control! But don't let this power go to waste. Send us a one-page synopsis of your 22-page issue—be as original and creative as possible. If you've got what it takes, you'll get to help shape an actual future issue of *Witchblade*! Start writin'!

TOP COW PRODUCTIONS, INC.

THIS CONTEST IS SPONSORED BY TOP COW PRODUCTIONS, WHOSE MILK DOES A BODY GOOD.

WITCH WAY

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, Top Cow Productions, their immediate families and anyone who was directly involved with the Salem witch trials. Print your name, date of birth, address, city, state, zip, e-mail address and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "Co-write an Issue of *Witchblade!*" Contest, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by November 26, 1999. Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on originality and creativity or by random drawing by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than December 31, 1999. If an entrant, having been declared as a winner, does not accept the prize or if either the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about December 10, 1999.

For a list of winners, available after December 10, 1999, send a self-addressed, stamped envelope to: "Co-write an Issue of *Witchblade!*" Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118.

ENTER NOW!

Fill this out, attach your entry and photos and put it all in an envelope. Send the bad boy to:

"Co-write an Issue of Witchblade!" Contest
c/o Wizard Entertainment
P.O. Box 118
Congers, NY 10920-0118

"Co-write an Issue of Witchblade!" Contest Entry Form

CONTEST DEADLINE NOVEMBER 26, 1999!

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____ E-mail Address _____

DID YOU ATTACH YOUR ENTRY AND PHOTOS?

COMIC MARKET NEWS AND SUCH by Lars Pearson

MARKET WATCH

'BLAIR WITCH' CASTS SPELL

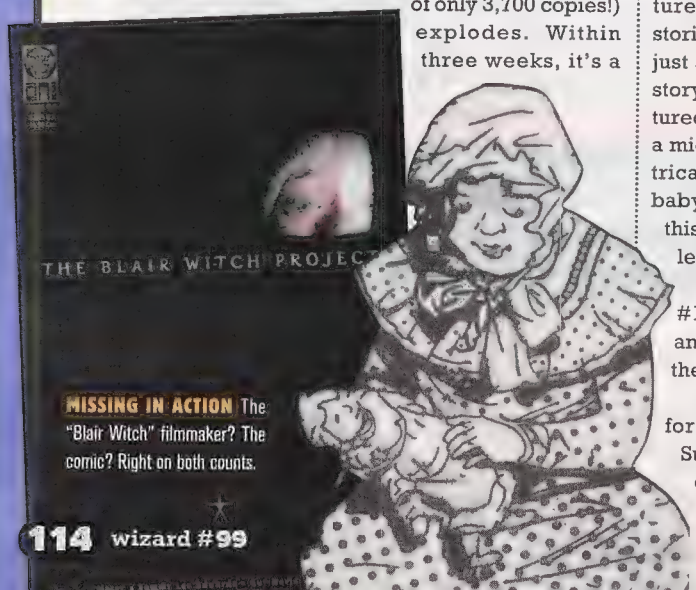
Sleeper-hit film enchants comics

The comic inspired by a "pseudo" documentary has become a "real" hot commodity.

Picture it—June 1999. Oni Press solicits *The Blair Witch Project*, a comic tagged with the nebulous words, "Learn the legends behind the mysterious Blair Witch on a haunted camping trip." Yeah, as if anyone knew what that meant. Strangely enough, the solicitation barely mentioned that the comic tied in to a movie slated for July release. Most retailers, as is the case with new, unproven properties, ordered next to no copies.

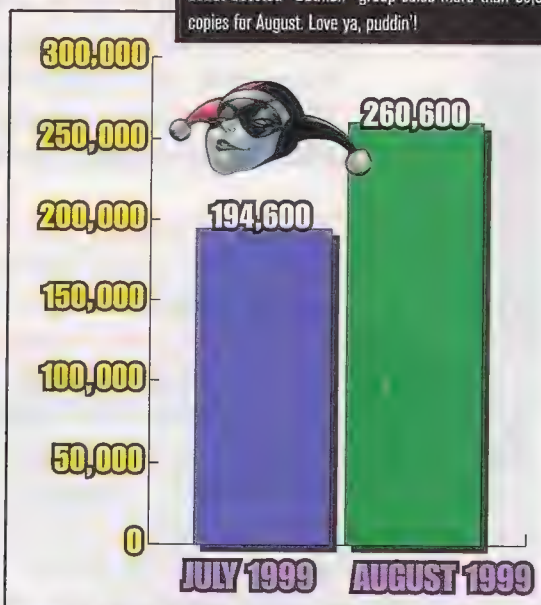
Now picture July 16, 1999. "The Blair Witch Project," a movie about the "recovered" footage of college students documenting supernatural forces in the Maryland countryside, opens in theaters and quickly becomes one of the most talked-about films of the summer. The movie rakes in more than $100 million.

Meanwhile, the comic (with initial direct market orders of only 3,700 copies!) explodes. Within three weeks, it's a $15 book. Oni immediately followed with a second print, and will likely do more. But the rare first printing is the book making waves this month. Work hard, and you're likely to find it—unlike the elusive Blair Witch itself.



MISSING IN ACTION The "Blair Witch" filmmaker? The comic? Right on both counts.

THE HARLEY FACTOR Harley Quinn's "real" DC Universe debut boosted "Batman" group sales more than 65,000 copies for August. Love ya, puddin'!



SOURCE: Diamond Comic Distribution; sales figures represent initial direct-market orders.

ELSEWORLDS BOOK VANISHES

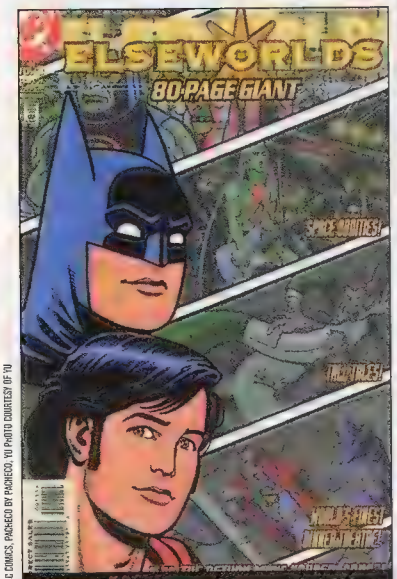
It's good to be a British comic fan this month.

June's DC Comics *Elseworlds 80-Page Giant* #1 featured a cornucopia of "Elseworlds," non-continuity stories. Like most $5 books, ordering was very light. But just as this book was to go on sale, DC got cold feet. A story titled "Letitia Lerner: Superman's Babysitter" featured baby Clark Kent as a Tot of Steel who crawled into a microwave, dozed on a highway, gnawed on an electrical cable and got into other wacky "adventures in babysitting" mischief. DC's concern that kids could see this book and imitate the Kryptonian tyke's behavior led to last-second orders that all copies be destroyed.

And so 26,000 copies of *Elseworlds 80-Page Giant* #1 met a paper-shredder death. But somehow, a small amount made it to the United Kingdom. Rumors place the total somewhere between 300 and 2,000 copies.

British retailers had mostly ordered the book only for subscribers, and overstock was practically nil. Supplies dried up instantly, and as news of the book's destruction hit, a frenzy of bidding made the illicit

comic a $45 item, with isolated reports placing some sales as high as $200! *Elseworlds 80-Page Giant* #1 remains a curious oddity, but DC may resolicit the comic after making some story changes. That could drop the price of this "censored" version,



BANNED! Probably because of Superman's bad sideburns.

although Superbaby holding up a cow and drinking straight from its udder is probably a once-in-a-lifetime sight. That alone might be worth a higher price to you.

ALLEY CAT ON THE PROWL

She can claw us anytime.

Alley Cat, a series based on former Playboy Playmate Alley Baggett, is sinking its claws into the back-issue market. As you can expect with celebrity-based books, there are a slew of variants, most of them photos:

- ***Alley Cat Prelude***—Four variants here: A photo cover, a "Wizard World" convention-exclusive cover, a variant cover by John Stinsman and a rare sketch cover—limited to 2,000 copies—by regular series penciler Joe Bosco.
- ***Alley Cat* #1**—Five variants here: two regular photo covers, an art cover, an Another Universe variant and a "Wizard World" con variant. Whew!
- ***Alley Cat* #2**—Only two variants so far, praise the Lord: A regular photo cover and a variant available from www.monstermart.com.

Keep in mind how much cross-marketing can drive up a book's appeal. *Alley Cat* is also sold through Baggett's own Website (www.alleybaggett.net)

PHOTOS: DIORIO, BUSICK, SMITH, LEE, MADUREIRA, ROSS, TURNER, VILLA, QUESADA, VILLELLI BY PAUL SCHALDIN; MORRISON, MOORE BY DEBB MARTIN; PEREZ BY BOB SMITH; CAMPBELL BY JOHN W. MCDONOUGH; ENNIS BY MAUREEN McTIGUE; JURGENS, CLAREMONT, MILLER BY AL ORTEGA; DAVIS BY DC COMICS; PACHECO, YU PHOTO COURTESY OF YU

TOP 10 CREATORS

FAN FAVORITES

These are the creators the fans crave. Creators whose name on a cover sells the book. *Wizard's* Top Ten Creators lists are derived from a nationwide retailer survey. Artists include pencilers and painters.

WRITERS

1. Kurt Busiek
Avengers, Astro City

2. Kevin Smith
Daredevil, Clerks

3. Alan Moore
America's Best Comics

4. Garth Ennis
Preacher, Hitman

5. Mark Waid
Flash, The Brave & the Bold

6. Dan Jurgens
Thor, upcoming: *Tomb Raider*

7. Grant Morrison
JLA, The Invisibles

8. Alan Davis
X-Men, Uncanny X-Men

9. Chris Claremont
FF, Contest of Champions II

10. Frank Miller
Sin City: Hell and Back

ARTISTS

1. Michael Turner
Fathom

2. George Pérez
Avengers

3. Alex Ross
Earth X

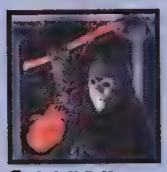
4. Adam Kubert
Uncanny X-Men

5. Joe Quesada
Daredevil

6. J. Scott Campbell
Danger Girl

7. Carlos Pacheco
Avengers Forever

8. Joe Madureira
Battle Chasers



9. Leinil F. Yu
Wolverine

10. Pat Lee
Warlands

BURIED TREASURE

KEEP AN EYE OUT FOR THIS

JSA SECRET FILES #1

At $5 per copy, only DC's most loyal fans buy the *Secret Files* books–but this one fooled us all. Not only did *JSA Secret Files* #1 contain the death of the Golden Age Sandman, but the story tied so tightly into *JSA* #1 that it *could* have been *JSA* #1. *JSA* itself is selling so fast, all issues could go up, and this is the rarest of the bunch. By the way, many *Secret Files* books follow this pattern–low sales, close tie-ins. The whole batch of 'em may be worth a look. And c'mon, $5 isn't even the price of a ticket for your movie date. As if you have one anyway. ■ LP

and the Playboy Website, proving that more exposure is good. Then again, that seems like a lesson Baggett learned years ago.

FORGOTTEN MARVELS LIGHT UP

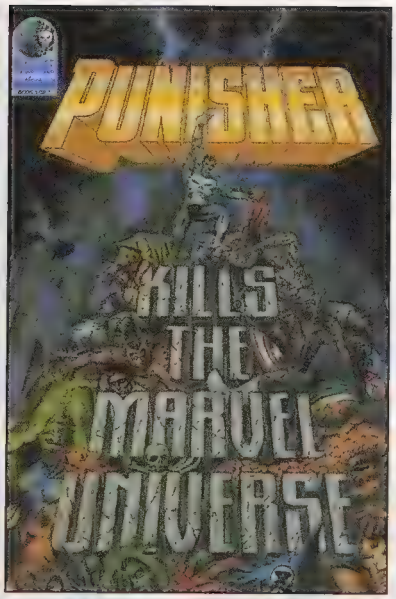
Back in 1994 and 1995 as the "comic boom" years were fading, Marvel sent out several pricey one-shots and small mini-series with $5 and $6 cover prices. High price tags led to low orders, but the writers of many of these books now have fans talking. To wit:

• ***Punisher Kills the Marvel Universe***—Months ago, we predicted that when Garth Ennis (*Preacher*) fans figured out this "Alterniverse" (Think: *What If...?*) one-shot existed, it would go through the roof. Sure enough: It's now a $30 item, and will probably still go up now that Ennis is slated to write *Punisher* for Marvel Knights.

• ***Ruins***—Another "Alterniverse" story, this one's a "no one here gets out alive" take on *Marvels*. More important, it's written by Warren Ellis, now the hugely popular writer of *Transmetropolitan* and *Planetary*. Sales of the two rare Ruins issues have been averaging a healthy $15.

• ***Last Avengers Story***—This touching two-part story by Peter David centered on Hank Pym's attempts to hold a future band of Avengers together. The mini was reprinted in paperback, but like most Marvel trades, it went out of print in about five minutes. Interest in the originals is rising, and the books are already a couple bucks above their $6 cover.

• ***Tales to Astonish, Tales of Suspense, Strange Tales***—These one-shots, all written in the vein of Marvel's famed Silver Age series, are still sitting at cover price. But with *Ruins* and *Last Avengers Story* moving up, these are a fair bet for future hits. And they're damn good reading, too, so hey—everyone's a winner.



BODY COUNT Garth Ennis plays Marvel hitman.

Wizard Price Guide Manager Lars Pearson is also sitting at cover price. He will soon be found in the quarter bins.

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Nanuet, NY 10954
(914) 624-2224

Dave Braunstein
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Cherry Hill, NJ 08034
(609) 489-1199

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Heroes & Fantasies
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Universal City, TX 78148
(210) 945-9884

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Legends Comics
Kentucky Oaks Mall
5101 Hinkleville Rd.
Paducah, KY 42001
(612) 822-2806

Dash Hobbeheydar &
Mark Laskowski
And Then it Rained Comics
P.O. Box 11041
Scottsdale, AZ 85271
(602) 990-9224

Steve Huber
Galaxy Comics
10 North 36th Street
Richmond, IN 47374
(765) 962-8239

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Carmichael, CA 95608
(916) 973-9064

Jerry Ringi
Amazing Fantasy
4300 Portsmouth Blvd.
Suite 192
Chesapeake, VA 23321
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Steve Snyder
Central City Comics
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Columbus, OH 43220
(614) 459-5045

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Kenneth Fetty
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Sunnyville, CA 94087
(408) 245-6275

Stuart Wagner
Caveman
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Springfield, MO 65804
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Robert Scott
Comickaze Comics
& Sportscards
5615 Balboa Ave.
San Diego, CA 92111
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Nolan Wyatt
Golden Apple Comics
7711 Melrose
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(213) 658-6047

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New Dimension Comics
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Cranberry Township, PA
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(412) 776-0433

Phil Davis
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Roanoke, VA 24016
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Scottsdale, AZ 85271-3855
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Plantation, FL 33317

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Comic Connection
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Clarksville, TN 37042
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Springfield, MO 65804
(417) 551-2051

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San Jose, CA 95123
(408) 229-0930

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Naperville, IL 60540
(630) 778-0700

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Los Angeles, CA 90046

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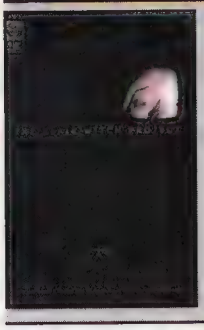
HOTTEST BACK ISSUES

TOP 10 comics

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. These are the books ringing the registers this month...**

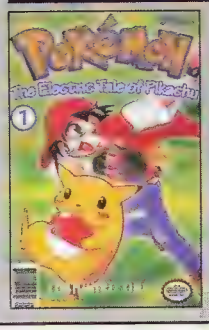
1 THE BLAIR WITCH PROJECT #1



WRITER: Jen Van Meter
ARTIST: Bernie Mireault, Guy Davis and Tommy Lee Edwards

Not since Jen Van Meter's *Avengers* run in 1989 have fans been this excited about the world of funnybooks! Um, waitaminnit...who the hell is Jen Van Meter? Who the hell are any of these people? Well, it don't matter. The whole world's gone "Blair Witch" cuckoo and first printings of this are going for $15-$20 already. It helps that the initial print run was, like, 12. Never underestimate that old Van Meter magic. **LAST MONTH: NOT RATED (N.R.)**

2 POKÉMON: THE ELECTRIC TALE OF PIKACHU #1



WRITER: Toshihiro Ono
ARTIST: Toshihiro Ono

Say...how do Pokémon reproduce, anyhow? Is that a valid question, or will the collective foot of 10,000 lawyers come crashing through the roof to squash us flat? You think it involves candle-lit dinners beforehand, or just a cherry Slurpee at the mall? And what's up with all that romantic tension between Ash and Misty? Think they'll ever, y'know, huh huh huh, huh huh...SMOOCH? Huh huh huh, huh huh, huh huh–oh crap, big lawyer foot–! **LAST MONTH: 1**

3 BATMAN: HARLEY QUINN #1

WRITER: Paul Dini
ARTIST: Yvel Guichet and Aaron Sowd

Harley Quinn's now a bona fide member of the DC Universe, and this issue's instant $7-$8 price tag shows that fans approve. You think if they end up killing her off in some sales gimmick, Paul Dini will flip out, lock himself in his apartment and survive on nothing but pancake batter? ...nah, they'd never kill her off. **LAST MONTH: N.R.**

4 LEAGUE OF EXTRAORDINARY GENTLEMEN #1

WRITER: Alan Moore
ARTIST: Kevin O'Neill

Say, America's Best Comics sure seem to be a success. Y'think Alan Moore could make *anything* cool? Like, maybe, *Archie*? How's this: Jughead gets thrown out a window, and Rorschach has to find his killer before a giant, interdimensional squid lands on Riverdale. Sound cool? **LAST MONTH: 9**

5 ONI DOUBLE FEATURE #12

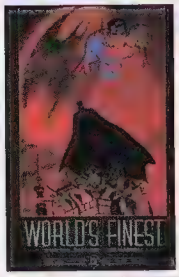
WRITER: Kevin Smith and Paul Dini
ARTIST: Mike Allred and Tom Fowler

If only we could fuse Smith and Dini into the all-powerful Smithdini, his comic about a hot jester chick who smokes crack would tear up the sales charts. As it is, this all-druggie issue is a step in the right direction. All this hemp-smoking is troubling, though. Doesn't anyone sniff spray paint anymore? **LAST MONTH: N.R.**

6 RISING STARS PREVIEW

WRITER: J. Michael Straczynski
ARTIST: Keu Cha

If you don't wanna be some run-of-the-mill *Rising Stars* fan, you've gotta get the preview issue. That way, when the other so-called *Rising Stars* aficionados on your block try to talk smack, you can tell 'em, "Step off, yo! I'm down with Strac...Stracyn...Straznyn...I'm down with Keu Cha, you punk-asses!" **LAST MONTH: 8**



7 WORLD'S FINEST #1

WRITER: Karl Kesel
ARTIST: Dave Taylor and Robert Campanella

The dormant volcano that was *World's Finest* suddenly exploded into the 10-smackeroo range. It shouldn't surprise ya. Batman's red-hot these days thanks to "No Man's Land," and fans are itchin' to snap up Superman books once the new creative teams hop on. The result? Ker-blammo! **LAST MONTH: N.R.**

8 PLANETARY #1

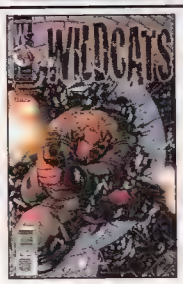
WRITER: Warren Ellis
ARTIST: John Cassaday

If Ellis keeps this up, they're gonna name an island after him. Maybe that big one next to the Statue of Liberty or something. Then we can put big-ass Spider Jerusalem glasses on Lady Liberty as a signal to all the freaks of the world, mostly the British ones, to descend upon our shores and eat us like cattle. Or maybe we shouldn't. **LAST MONTH: 2**

9 BISHOP #1 (SAN DIEGO VARIANT)

WRITER: Joseph Harris
ARTIST: Georges Jeanty

There's many things Marvel doesn't do. Keeping dead characters in their graves where they belong is one, but another is convention-exclusive covers. So when this San Diego version appeared, it was suddenly time for Marvel collectors everywhere to put on tap shoes and hop-shuffle-step for joy. It's an ugly sight, trust us. **LAST MONTH: N.R.**



10 WILDCATS #1

WRITER: Scott Lobdell
ARTIST: Travis Charest and Richard Friend

Let's pretend we're Chris Berman from ESPN! Okay, um...we sure do love anything by Richard "Be My" Friend! And Travis Charest...uh...headrest...this is tough. At least "Lobdell" is just goofy all by its lonesome. Geez, we've gotta knock off these horrible puns and pay attention. **LAST MONTH: N.R.**

THE HIGHEST ORDERED BOOKS FOR THE MONTH OF **AUGUST**

TOP100

Compiled by the *Wizard* Price Guide staff using data supplied by Diamond Comic Distributors

Marrow gets greater control over her powers in *Uncanny X-Men* #373.

1. Uncanny X-Men #373 (Marvel)
2. X-Men #93 (Marvel)
3. Fathom #9 (Top Cow/Image)
4. Spawn #89 (Todd McFarlane/Image)
5. JLA #34 (DC)
6. Avengers #21 (Marvel)
7. Wolverine #143 (Marvel)
8. Daredevil #9 (Marvel)
9. Astonishing X-Men #2 (Marvel)
10. Earth X #7 (Marvel)
11. Amazing Spider-Man #10 (Marvel)
12. Fantastic Four #22 (Marvel)
13. Thor #16 (Marvel)
14. Peter Parker: Spider-Man #10 (Marvel)
15. Captain America #22 (Marvel)
16. Avengers Forever #11 (Marvel)
17. Spawn the Undead #3 (Todd McFarlane/Image)
18. Iron Man #21 (Marvel)
19. Batman #570 (DC)
20. Warlands #1 (Image)
21. Batman: Harley Quinn (DC)
22. Mutant X #13 (Marvel)
23. Detective Comics #737 (DC)
24. Bishop: The Last X-Man #1 (Marvel)
25. Spawn: The Dark Ages #6 (Todd McFarlane/Image)
26. JSA #3 (DC)
27. Witchblade #34 (Top Cow/Image)
28. Sam and Twitch #1 (Todd McFarlane/Image)
29. Wild Thing #1 (Marvel)
30. Flash & Green Lantern: Brave & the Bold #1 (DC)
31. Contest of Champions II #3 (Marvel)
32. Generation X #56 (Marvel)
33. X-Force #95 (Marvel)
34. The Darkness #26 (Top Cow/Image)
35. X-Men: True Friends #2 (Marvel)
36. Gambit #9 (Marvel)
37. Contest of Champions II #4 (Marvel)
38. Batman: Legends of the Dark Knight #122 (DC)
39. Cable #72 (Marvel)
40. Batman: Shadow of the Bat #90 (DC)
41. Fantastic Five #1 (Marvel)
42. Inhumans #10 (Marvel)
43. Green Lantern #117 (DC)
44. Hulk #7 (Marvel)
45. Sin City: Hell and Back #2 (Dark Horse)
46. Nightwing #36 (DC)
47. Tomorrow Stories #1 (WildStorm/DC)
48. Thunderbolts #31 (Marvel)
49. Spider-Man: Chapter One #12 (Marvel)
50. JLA: Foreign Bodies (DC)
51. New Warriors #1 (Marvel)
52. Spider-Woman #4 (Marvel)
53. Superman #149 (DC)
54. Titans #8 (DC)
55. X-Man #56 (Marvel)
56. Preacher #54 (Vertigo/DC)
57. Spider-Girl #13 (Marvel)
58. Flash #153 (DC)
59. Captain America 1999 (Marvel)
60. Tom Strong #5 (WildStorm/DC)
61. Warlock #1 (Marvel)
62. Cable/Wolverine: Guts and Glory (Marvel)
63. Galactus the Devourer #2 (Marvel)
64. Top Ten #2 (WildStorm/DC)
65. Crimson Special: Scarlet X—Blood on the Moon (WIldStorm/DC)
66. Batman & Superman: World's Finest #7 (DC)
67. Promethea #3 (WildStorm/DC)
68. Action Comics #758 (DC)
69. Superman: The Man of Steel #93 (DC)
70. Adventures of Superman #571 (DC)
71. Divine Intervention: Wildcats (WildStorm/DC)
72. Buffy The Vampire Slayer #12 (Dark Horse)
73. Warlock #2 (Marvel)
74. KISS: Psycho Circus #23 (Todd McFarlane/Image)
75. Green Lantern Annual #8 (DC)
76. Divine Intervention: Gen^{13} (WildStorm/DC)
77. Robin #69 (DC)
78. Young Justice #13 (DC)
79. Cy-Gor #2 (Todd McFarlane/Image)
80. Pokémon: Electric Pikachu Boogaloo #2 (Viz)
81. Batman Chronicles #18 (DC)
82. Darkchylde: The Legacy #4 (WildStorm/DC)
83. Black Panther #11 (Marvel)
84. Superman Annual #11 (DC)
85. Deadpool #33 (Marvel)
86. Tales of the Darkness #5 (Top Cow/Image)
87. Hulk 1999 (Marvel)
88. Clerks: The Lost Scene (Oni Press)
89. Catwoman #73 (DC)
90. Flash Annual #12 (DC)
91. Gen^{13} #44 (WildStorm/DC)
92. Authority #6 (WildStorm/DC)
93. Star Wars #9 (Dark Horse)
94. Nightwing Secret Files #1 (DC)
95. Batman 80-Page Giant #2 (DC)
96. Supergirl #37 (DC)
97. X-51 #3 (Marvel)
98. Star Wars: The Bounty Hunters—Aurra Sing (Dark Horse)
99. Deathlok #3 (Marvel)
100. Silver Surfer: Loftier Than Mortals #2 (Marvel)

TOP 100 HIGHLIGHTS

'FATHOM' MAKES A SPLASH

Fathom #9 (No. 3)

Prepare for "the grand conclusion to the first *Fathom* storyline!" The resolution to the first massive *Fathom* storyarc was enough to typhoon *Fathom* sales up 31 percent this month. Also helping out? The book's scheduling. *Fathom* #4 and #5 were plagued by lateness, but #7 and #8 shipped within two weeks (!) of each other. Readers are confident that Fathom is back in the swim of things.

Batman: Harley Quinn & Batman books (Nos. 19, 21, 23, 38, 40)

Harley! Harley! Harley! Fans are nuts for the Joker's li'l sidechick, introduced into DC continuity in her own one-shot special. *Batman: Harley Quinn*, aided by an Alex Ross cover and the writing talents of "Batman Adventures" executive producer Paul Dini, was the No. 1 comic money-maker for the month with its hefty $5.95 price tag. Harley's tie-in appearances in *Batman* and *Detective Comics* were enough to boost those titles up 10 slots each, and even the Harley-less *Legends of the Dark Knight* and *Shadow of the Bat* showed strong gains. DC's so confident in Harley's popularity, it's offering her as a $90 statue for February release. Guess her beloved "Mr. J" ain't the only one who loves her.

Warlands #1 (No. 20)

Last month, *Neon Cyber* from Pat Lee's Dreamwave Productions weighed in at No. 86. But Dreamwave's new *Warlands* destroyed that rank with this No. 20 debut. The difference: *Darkminds* creator Pat Lee himself is penciling *Warlands*. A four-way cover split of Lee-drawn variants didn't hurt much, either. And oh, yeah–this rank doesn't reflect orders for the separately ordered *Warlands* #1 "Armor Chrome Edition."

Wild Thing #1 (No. 29)

Wild Thing, you make MC2's heart sing! Anyhoo, here's a strong debut for *Wild Thing*, featuring Wolverine's daughter of the future MC2 universe. She rides the coattails of another young MC2 chick, Spider-Girl, still going strong with her 13th issue. That's good to see, because as the MC2 line grows, *Wild Thing* brings a bit of animal magnetism.

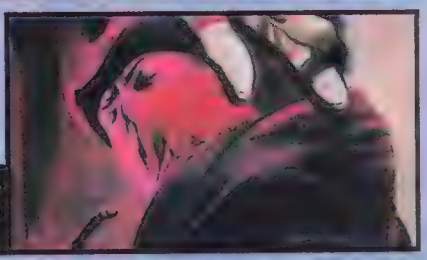
Pokémon: Electric Pikachu Boogaloo #2 (No. 80)

Pika! Pika! Pika. . .chu? C'mon, did ya think the Pokémon comic craze would last forever? Maybe it will. But this month, *Pokémon* slides 18 places from last month. That's a normal hit for a #2, but a bit surprising in that everything Pokémon had been defying gravity. But long-term sales on this issue will probably warrant multiple printings and still make Viz Communications tons of cash.

NUMBERS GAME Todd can count to 18. Beyond that, things get dicey. Maybe he took one too many pucks to the head.

CLOSE-UP LOOK

Break it on down now! Here's a look at the top-selling books in a couple categories, with their overall Diamond Comic Distributors "Top 300" rankings in parentheses.



TOMORROW MAN Alan Moore drives the WildStorm train, as four of the publisher's top five books are written by him.

TOP 10 WILDSTORM BOOKS

1. Tomorrow Stories #1 (No. 47)
2. Tom Strong #5 (No. 60)
3. Top Ten #2 (No. 64)
4. Crimson Special: Scarlet X—Blood on the Moon (No. 65)
5. Promethea #3 (No. 67)
6. Divine Intervention: Wildcats (No. 71)
7. Divine Intervention: Gen^{13} (No. 76)
8. Darkchylde: The Legacy #4 (No. 82)
9. Gen^{13} #44 (No. 91)
10. Authority #6 (No. 92)

TOP 10 NO. 1s

1. Warlands #1 (Image, No. 20)
2. Bishop: The Last X-Man #1 (Marvel, No. 24)
3. Sam and Twitch #1 (Todd McFarlane/Image, No. 28)
4. Wild Thing #1 (Marvel, No. 29)
5. Flash & Green Lantern: Brave & the Bold #1 (DC, No. 30)
6. Fantastic Five #1 (Marvel, No. 41)
7. Tomorrow Stories #1 (WildStorm/DC, No. 47)
8. New Warriors #1 (Marvel, No. 51)
9. Warlock #1 (Marvel, No. 61)
10. Nightwing Secret Files #1 (DC, No. 94)

LOOKING BACK

What topped the charts FIVE YEARS AGO?

1. Spawn #20 (Todd McFarlane/Image)
2. Spawn #19 (Todd McFarlane/Image)
3. X-Men #39 (Marvel)
4. Uncanny X-Men #319 (Marvel)
5. Generation X #2 (Marvel)
6. Bishop (mini-series) #1 (Marvel)
7. Wolverine #88 (Marvel)
8. Team 7 #1 (WildStorm/Image)
9. Batman vs. Predator II: Bloodmatch #1 (DC)
10. X-Men Unlimited #7 (Marvel)

Time for Professor McFarlane's math class! Last month, you saw *Spawn* #25 here. But this month has *Spawn* #19 and #20? See, *Spawn* #19 and #20 were runnin' behind. Late shipping would have cost chief Spawny-Guy and noted hockey fanatic Todd McFarlane money. So McFarlane flat-out canceled #19 and #20, soliciting them again at a later date. The upshot? Books shipped out of order and Todd saved enough cash to buy a chunk of the NHL's Edmonton Oilers.

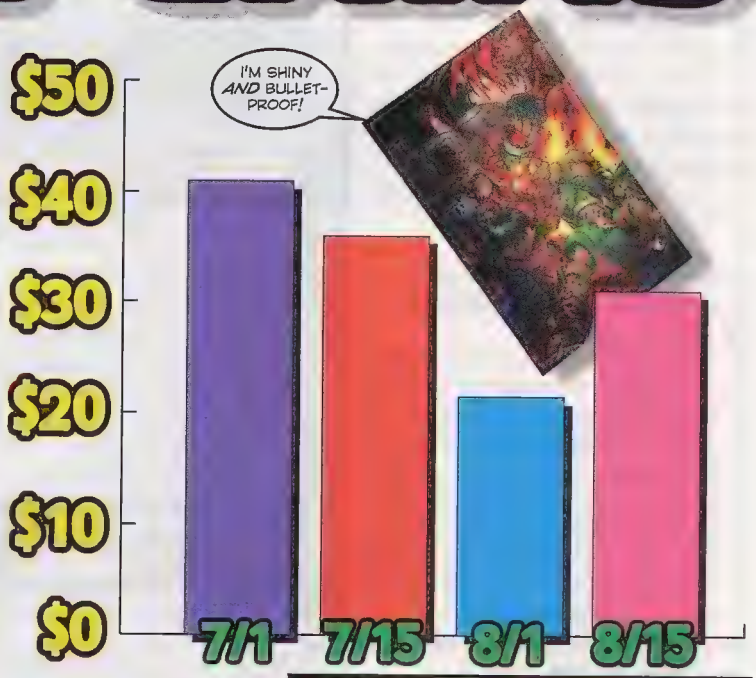
INTERNET REPORT FOR COMPUTER GEEKS EVERYWHERE! by Lars Pearson

'NET GAINS

'BATTLE CHASERS' CHASED DOWN

Lateness-plagued title starting to slip

Sad to say, but fewer fans are chasing *Battle Chasers*. Creator Joe Madureira's *Battle Chasers* is the talk of the town when any new issue hits. But precious few new issues are hitting. The book's chronic lateness has dented once-high prices, and hardest hit is the *Battle Chasers* #1 Chromium. The book used to be an easy $120. Now, you can pick it up as a $20 to $30 bargain on the Internet, representative of downed *Battle Chasers* prices across the board.



BATTLE CHASERS #1 CHROMIUM EDITION Source: eBay.com

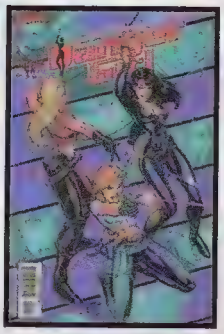
ups&downs

GOING UP

The current "Batman: No Man's Land" storyarc is *so* popular, related books like *Azrael: Agent of the Bat* #51 have suddenly hit the $7.50 mark. And the Alan Moore frenzy rolls on as the rare *Miracleman* #15 jumps up in price again yet. It's now a $65 book online.

GOING DOWN

Can't...figure...*Darkchylde*... variants! With a huge amount of variants (but not many different issues) on the market, even the pricey *Darkchylde Diary* hologram variant is down to $16, a loss of about 50 percent. Also, delays keep costing *Danger Girl*, as copies of #1 run $5 or less.



ASSORTED CRAP REPORT

MERCH MADNESS

STATUES

Size isn't everything. So don't neglect the mini-busts of Marvel characters crafted by Bowen Designs. These head-and-shoulders statues originally carried retail prices anywhere from $30 to $40, but some sold-out busts such as Thor and Cyclops are easily over the $50 mark. And the *big* two to get are Deadpool and Iron Man–the exquisite, detailed renditions of these characters now price out at $90 and $110 respectively. That is, if you can find them for sale.

IRON MAN MINI-BUST

POSTERS

Our favorite gal-pal Harley, boosted by her own

MERCHcont.

Batman: Harley Quinn one-shot and an upcoming statue, already has a career as a poster girl. DC Comics' poster by painter Alex Ross–featuring the Joker and Harley in a hubba-hubba pose–is clicking between $10 and $20. And even a simple promo poster for the Harley Quinn statue rakes in $10! Not bad for our li'l puddin'.

HARLEY QUINN POSTER

FRAME JOBS

Horror pieces haunt the Earth this Halloween, with the original cover to *Swamp Thing* (vol. 1) #10 by horror master Bernie Wrightson selling online recently for $8,100. Right behind it in price? The cover to *Eerie* magazine #68 by Ken Kelly sold for $6,087. Also, anything–absolutely anything!–from Neil Gaiman's late and lamented *Sandman* series is money in the bank. The last page of *Sandman* #2 hit $227–and a third of the page is empty space!

GOOD AS GOLD

A great treat this Halloween season was a huge supply of Golden Age books from the Music City Estate, a treasure trove of comics from the late collector James Francis. Of special note was a Very Fine *Batman* #3, the first appearance of Catwoman in costume, which sold for $6,100. Also a hit was a Good copy of *Captain Marvel Adventures* #1, which rung up at $1,000. And an unrestored copy of *Superman* #10 brought in $1,475.

MAKING SENSE OF IT ALL

HOW TO USE THE PRICE GUIDE

The **WIZARD** guide contains the most accurate and up-to-the-minute comic book prices possible. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

IT'S EASY... The price guide is arranged alphabetically by title. Listings for trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title has been used several times for different series, like *Legion of Super-Heroes* or even *Fantastic Four*, we list all series under that title chronologically.

You'll notice some book listings have color bars. Red means it's risen in value; blue, fallen in value; green, new issues and/or title listings; and yellow indicates heavy market trading activity, yet no change in value since last issue.

ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. Ex: "The Amazing Spider-Man" is listed under "Amazing," but "Batman: Sword of Azrael" comes before "Batman: The Animated Movie" because we include the article "The" when it's an interior part of the title. All titles starting with the word "Star," including "Star Wars," come before titles such as "Stardust" and "Starman." Abbreviations such as "Dr." are listed before titles like "Dragon" but after titles starting with "Doctor." Numeric titles such as "2099 A.D." will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine."

REFERENCES

SECRET DECODER RING

❶ .....First Appearance of
anniv.....Anniversary issue
A .....Appearance
B .....Begin stories with
C .....Cameo that pre-dates ❶
cvr.....Cover
D .....Death/Destruction of
GN.....Graphic Novel
HC.....Hardcover
IR .....Identity revealed
J .....Joins
L .....Last story with
M.....Married
O .....Origin
p .....part #
PF.....Prestige Format
Q .....Quits
R .....Return of
SC.....Softcover
sz .....Size
TPB.....Trade Paperback
w/ .....With
w/o.....Without

MAKING THE GRADE

All prices listed in this guide are for Near Mint (NM) condition. When your comic isn't Near Mint, you can compute the price based on the percentages shown below. Keep in mind that everyone grades condition differently and many things factor into grading a comic: age, supply and demand for the various grades, retailer location, local availability, current popularity, and its specific condition. It might help if you grade comics on a 10-point scale, with 10 being perfect and 1 being crappy.

MINT (M): An almost perfect 9.8 to 10 on a 10-point scale! To be Mint, a comic must appear like the day it was printed–no nicks, dings or creases. No tears or shreds on corners, colors are crystal clear, cover gloss is still there and the staples are perfect. Many new comics fall short of Mint standards. Mint comics fetch 125-150% of price listed. Comics after 1970 in Mint should be priced at the Near Mint price, since Mint copies are not unusual for comics after 1970.

NEAR MINT (NM): A 9 on a 10-point scale. The book might appear to be Mint, but upon inspection, tiny flaws are seen. The gloss and color are outstanding. **ALL PRICES IN THIS GUIDE ARE FOR NM COPIES, WHICH ARE 100 PERCENT OF GUIDE LISTINGS.**

VERY FINE (VF): A 7 on a scale of 10. At first glance may appear Near Mint, but at closer range, you'll notice minor signs of use. VF comics are 70 percent of guide listings (75-80% for pre-1970 books).

FINE-VERY FINE (FVF): A 6 outta 10. Pages may be slightly yellow, but not brown or brittle in FVF books. Expect several tiny stress lines along the spine or covers and several tiny color flakes are permitted. The spine may have creases and corners may be slightly rounded, but great cover gloss remains. FVF books go for 50 percent of price guide listings.

FINE (FN): A 5 out of 10. Slightly better than average with obvious signs of wear, but still clean and bright without major creasing. Fine books go for 40 percent of price guide listings.

VERY GOOD (VG): A 3 out of 10. Average, at best. VG comics appear used, but not abused. They have creases and minor tears. Very Good books go for 15-25 percent of guide listings.

GOOD (G), FAIR (FR) and POOR (P): All are 1 or less out of 10. These books...suck. Heavily worn, these are the comics that have been re-read a lot. Good books go for 10 percent of price guide listings. Fair books can have loose pages or pieces missing from the cover and sell for 3 percent of listings. Poor books can have missing covers, pages, etc. These books go for 1 percent of listings.

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misc.

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NEXT MONTH

BEHOLD
THE COMIC HEROES AND CREATORS OF THE 21ST CENTURY

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IS HERE

WIZARD 2000

THIS MONTH'S ISSUE OF *WIZARD: THE COMICS MAGAZINE* TAKES A FANTASTIC LOOK AT THE FUTURE OF COMICS. IT FEATURES A *CAPTAIN MARVEL* #0 COMIC BOOK FROM THE PAGES OF *AVENGERS FOREVER*, A *BLADE* #1/2 COMIC OFFER BY BART SEARS ALONG WITH ALL OF YOUR FAVORITE *WIZARD* COLUMNS, DEPARTMENTS AND PRICE GUIDES.

ON SALE **OCTOBER 27, 1999**

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D.I.Q.

YOU THINK YOU'RE SO SMART...

COMIC BOOK INTELLIGENCE QUOTIENT

Bah! Doom bids good riddance to the inane C.B.I.Q. and presents in its stead the "D.I.Q.": Doom Intelligence Quotient! Here, Doom shall test your knowledge of comic book supervillains and grade the results against the ways I'd kill that infernal Reed Richards if I didn't have such a flair for the dramatic! The more pedestrian the death, the higher your score.

SCORE	RANK
0	*Pillowcase full of cue balls*
1-5	*Two-by-four with rusty nail*
5-10	*.38*
11-13	*Big rock*
14	*Chris Claremont*

1 Ha! Who was once a lowly bellboy?
A) The Penguin
B) Lex Luthor
C) The Red Skull
D) The Beyonder

2 Which of the following miscreants was adopted (which probably means his adoptive parents secretly hated him)?
A) Ra's Al Ghul
B) Loki
C) Dr. Octopus
D) Two-Face

3 The large-pored DC monarch Darkseid inspired what weak-willed Marvel knock off?
A) Mephisto
B) Apocalypse
C) Thanos
D) Annihilus

4 When first created, this inhuman braggart looked more like a giant, metallic artichoke than a supervillain. Name him.
A) Ultron
B) Brainiac
C) Metallo
D) Galvatron

5 His hairstylist uses little more than a bowl and scissors. Of whom do I speak?
A) Mr. Sinister
B) Dr. Octopus
C) Bane
D) The Wrecker

6 This one cracks Doom up. Which supervillain cannot clap in his human identity?
A) The Lizard
B) Electro
C) Etrigan, the Demon
D) Man-Bat

7 What highly touted villain has proven nigh-invincible, save for the dreaded nutshot?
A) Abomination
B) Prometheus
C) Venom
D) Deathstroke

8 In an effort to appear more human-friendly and less likely to sink Soviet subs or raise volcanoes in the middle of cities, the mutant Magneto once redesigned his costume in what way?
A) He adopted the classic yellow and black X-Men "school uniform."
B) He wore a Fantastic Four-style suit that Doom loathes.
C) He put a great, big "M" on his chest.
D) He started wearing chain mail with assless chaps.

9 Who kills his victims using...fish?
A) Black Manta
B) Turtle Man
C) The Joker
D) Ocean Master

10 In what just very well may be the laziest costume Doom has ever seen, which evildoer uses the opposite color scheme of his heroic counterpart?
A) Professor Zoom
B) Sinestro
C) Slyde
D) Carnage

11 Feh! Who has the most embarrassing rogues gallery in any comic universe?
A) Captain America
B) Wonder Woman
C) The Hulk
D) Superman. Mr. Mxyzptlk? The Toyman? The Prankster? Doom has two words for all those third-rate, 1940s throwbacks: "Suck it!"

12 Perception is everything. Which supervillain has the unfortunate first name..."Cletus"?
A) Deathstroke
B) Carnage
C) Stilt-Man
D) Coltrane

13 He first graced the comic page dressed in an outfit partially comprised of a short-sleeve shirt and a skirt...all purple and green. Name the clod.
A) Hate Monger
B) Shellshock
C) Galactus
D) Meat Man

14 Which villain has proven himself superior to Victor Von Doom?
A) Dormammu
B) Mandarin
C) Kingpin
D) Superior? To DOOM?!? BAH! NONE ARE DOOM'S EQUAL!! ALL MEN–BE THEY HUMAN, ALIEN OR SYNTHETIC–SHALL BOW BEFORE DOOM AND INCOMPARABLE DOOMNESS!!!

ANSWERS

Jabronies can peek on the next page if this is too tough...

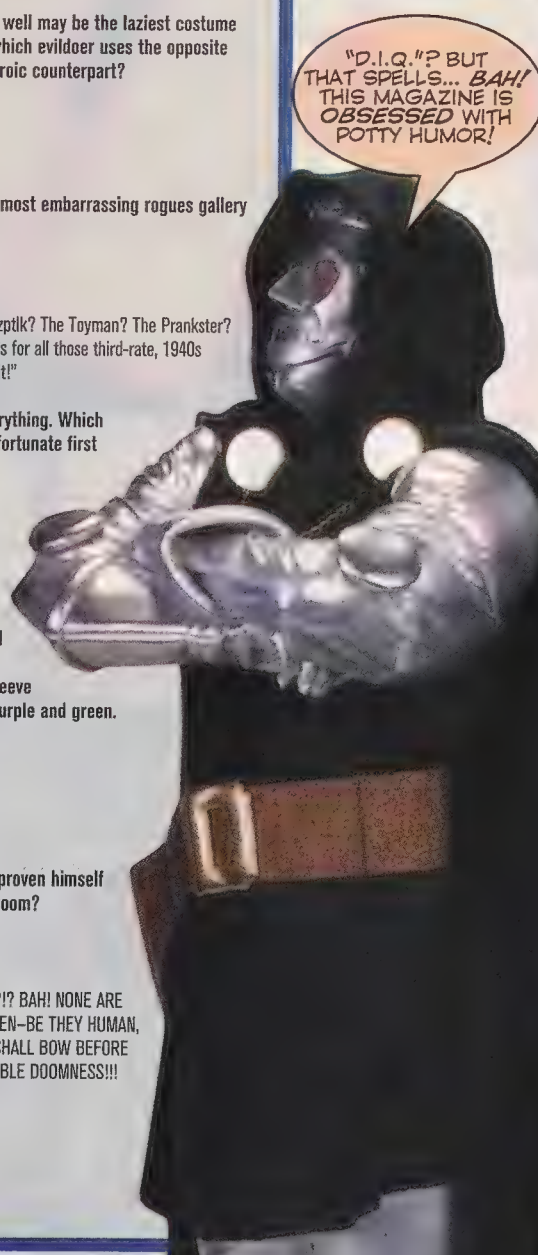


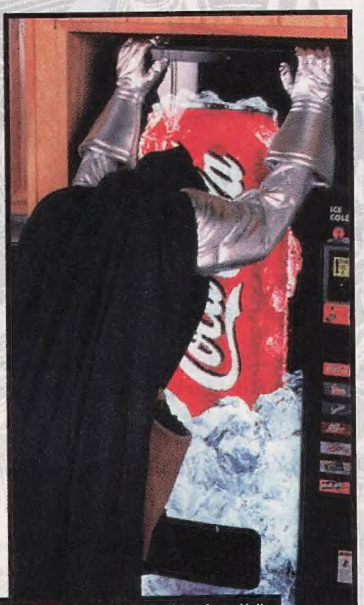
PHOTO BY PAUL SCHRADI

BULLPEN LOOK BEHIND THE CURTAIN

Doomed Day

He quickly learned *Wizard* just wasn't worth it.

Hours after invading and conquering the No. 1 comic book publication in the world, mad tyrant Dr. Doom came to the realization that running Wizard Entertainment was more trouble than it's worth. "The vending machine won't take singles?!" Doom was overheard bellowing in *Wizard*'s airport hangar-sized warehouse. "What manner of insanity is this?!?" Throughout the day, the disfigured dictator would collide with the charming nuances that make working at *Wizard* such a delightful romp. "When was the last time these bathrooms were cleaned," "Why won't Jim McLauchlin stop talking to me," and "Why doesn't anybody think it's weird that there's a 6-foot-tall bunny roaming the halls armed with a hammer" were only a few of the tirades the armored villain roared about before growing tired of atomizing staffers and finally launching the *Wizard* building into the cold, hard vacuum of space. "If nothing else," Doom commented after watching the building soundlessly explode on his wrist monitor, "*Overstreet* should be happy."



GOT CHANGE? The vending machine from Hell.

TOP 10 problems that would cease to be if Doom were in charge

10 National monuments blocking your view of the ocean? It's leveled! There is no nationalism...only Doom.
9 No parking at the mall? Pave France.
8 Welfare: Eliminate it. Let them eat their dead.
7 Term limits for elected officials: Anyone too old to outrun the electronic crocodiles doesn't come back next session.
6 Handguns: New "trade in a handgun, get one hour with a supermodel" program. By January 2000, not even the cops will have guns.
5 White House interns can't keep their mouths shut? Imbue them with an unstable, artificially created version of the Power Cosmic that will play havoc with their fragile human physiology and leave them a burned-out husk.
4 Can't stand sappy Hugh Grant movie? He plays the ill-fated Mr. Fantastic in the first Doom-produced movie...and the ending's not fake.
3 Drugs: Legalize 'em, open big, government-run narcotics store but only have one cash register open, run by a talkative retiree. Eventually, no one will bother.
2 Doom eats bad Thai food, no more Thailand.
1 Kill Richards.

D.I.Q. answers...

1. C	4. A	7. B	10. A	13. C
2. B	5. B	8. C	11. D	
3. C	6. A	9. C	12. B	

ONE OF THE DAMNED

DOING HARD TIME

Brian Cunningham EDITOR

WHY WE PAY HIM "Before I became a wageless serf in the employ of Doom, it was my job to help create the entire editorial content of *Wizard* as well as content edit the whole magazine. Now I just get coffee."

BEST OUT-OF-CONTEXT QUOTE "I don't necessarily *enjoy* it...I just do it fast and get it out." (In reference to content editing the not-so-great work of an ex-*Wizard* freelancer.)

MOST BIZARRE *WIZARD* MOMENT "Well, not counting becoming Doom's property this month, I'd have to say it was the infamous 'Ex-Lax Brownies Day.' With the line to the men's room out the door, agitated people were hanging out in the hallway cursing, moaning and doubling over."

PHOTOS: PAUL SCHIRALDI

TIME TRAVEL by VICTOR VON DOOM

HAH!

The Fantastic Four's 10 most embarrassing moments

Screw "Time Travel."

None have sifted through the sands of time more than I, Victor Von Doom! So Doom shall take this opportunity to travel back in time and remind the world of the FANTASTIC FOUR'S 10 MOST EMBARRASSING MOMENTS!

10) HEROES REBORN (*Fantastic Four* vol. 2 #1)—Doom doesn't even give free copies of this to Latverian peasants.

9) THE NEW FF (*Fantastic Four* vol. 1 #347)—Spider-Man, Hulk, Ghost Rider and Wolverine? Surely this was Richards' feeble attempt at cashing in on heroes more popular than he.

8) FRIGHTFUL FOUR (*Fantastic Four* vol. 1 #36)—A man garbed in a big pink helmet does not command fright.

7) DRAGON MAN (*Fantastic Four* vol. 1 #35)—Underpants. Why, you ask, must all Marvel monsters wear them? Even Richards' "great intellect" fails to produce an answer. But Doom knows. Doom knows all! (And no, Doom isn't telling.)

6) FIRST RICHARDS ACTION FIGURE (Toy Biz, 1992)—Ahhhh. This poorly designed piece of plastic was easy for Doom to CRUSH!

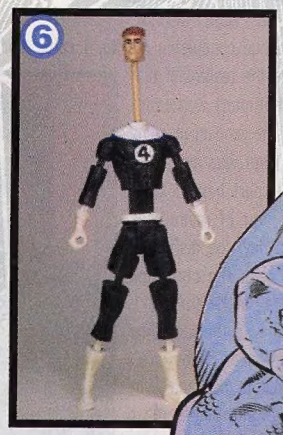
5) SHE-THING (*Fantastic Four* vol. 1 #309)—Such buffoonery...such nonsense! Surely the one thing that could push Ben Grimm further into weak-willed despair is the sight of himself with female thingies.

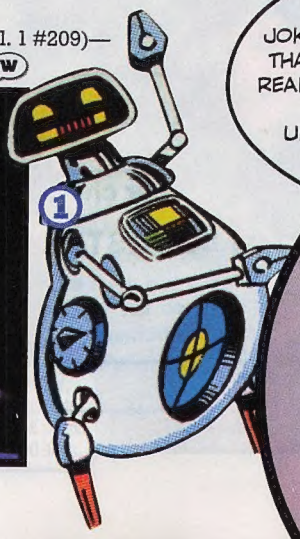
4) THE FF EVICTED! (*Fantastic Four* vol. 1 #9)—Driven from their own home! Of course, I would have permanently evicted them when I shot their headquarters into space if it hadn't been for...THAT...ACCURSED...*RICHARDS!!! RICHARDS!!!* —ahh, moving along...

3) FF: THE MOVIE! (1994)—Richards looks more like a blithering dolt than usual! And Grimm looks like a Cracker Jack-coated clod! Hah! If Doom ever teetered close to giggling like a schoolgirl, this would have been the time. Wait, no...never mind. Doom has never giggled like a schoolgirl. On to No. 2...

2) LUKE CAGE (*Fantastic Four* vol. 1 #168)—When that idiot Grimm had to leave Richards' band of fools, this mercenary filled the slot. Doom has never read a more un-p.c. comic book character in his life. "Sweet Christmas," indeed.

1) H.E.R.B.I.E. (*Fantastic Four* vol. 1 #209)—Need Doom say more?





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